

User's Manual

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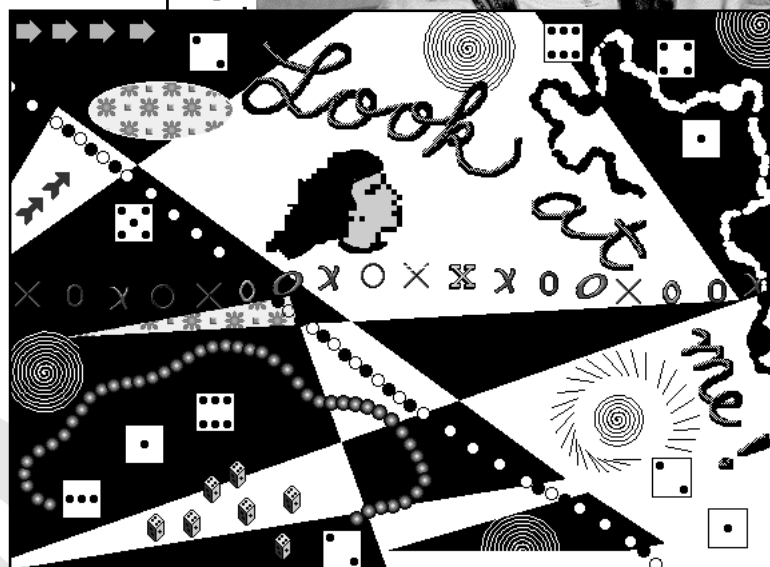
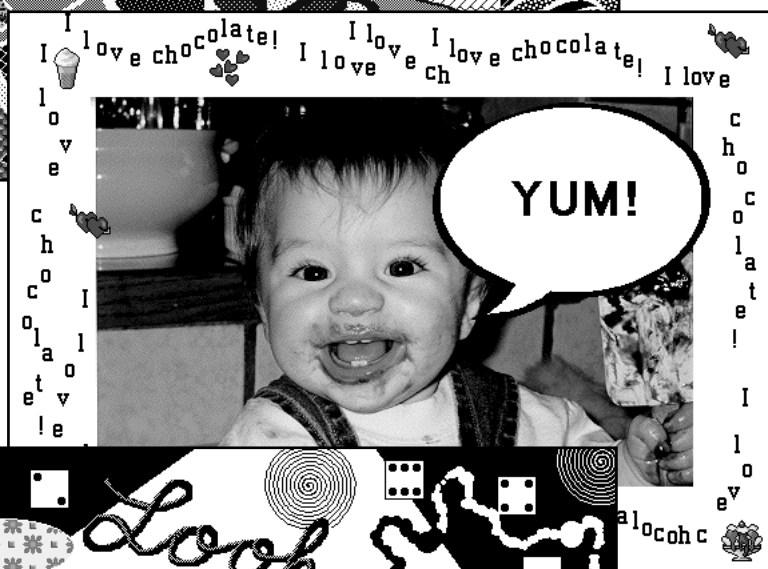
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Chapter 1

Welcome to Kid Pix Studio Deluxe!

Every child is an artist.

The problem is how to remain an artist once he [or she] grows up.

—Pablo Picasso

Kids love to create pictures and stories, starting with their very first scribbles.

That's why Kid Pix® was created with kids in mind, and it has become the world's most popular art program for kids. **Kid Pix Studio® Deluxe** now brings you all the wacky fun of the original Kid Pix, but with new projects that combine animation, video, special effects, photos, music, and more.

With each of the six art projects in **Kid Pix Studio Deluxe**, you can create a different kind of art or animation.

Kid Pix is a drawing and painting program designed especially for kids. Kids from 2 to 92 can make one-of-a-kind pictures just by clicking and dragging with the mouse.

Moopies takes the Kid Pix tools into the world of animation. In Moopies, the Wacky Brushes, Rubber Stamps, Alphabet Stamps, and Electric Mixer effects move!

Stampimator is a theater stage inside your computer, where animated Rubber Stamps are the actors and you're the director. Select a stamp, click and drag with the mouse, and the stamp will move along the path you've created.

Digital Puppets are computer marionettes that you control with your keyboard. Type your name, or your phone number, or your best friend's dog's favorite kind of ice cream, and the Digital Puppet will come to life.

The **Wacky TV** is a movie viewer that you can use to watch digital movies. This includes files that you have saved for SlideShow. Add Electric Mixer effects and see what happens!

SlideShow is where everything comes together. You can add Kid Pix pictures and projects you have saved for SlideShow (using **Moopies**, **Stampimator**, **Digital Puppets**, and **SlideShow**) to tell a story or to show off your finished masterpieces.

About This Manual

Welcome to Kid Pix Studio Deluxe introduces you to the projects described in this manual, and describes how the manual works.

Getting Started tells you how to install and run *Kid Pix Studio Deluxe*.

Working with Kid Pix Studio Deluxe gives you a quick introduction to each of the six projects that make up *Kid Pix Studio Deluxe*.

Kid Pix Studio Deluxe Projects tells you all about each of the six projects that make up *Kid Pix Studio Deluxe*.

Kid Pix Studio Deluxe Menus takes you through all the menu commands in *Kid Pix Studio Deluxe* and describes these features in detail.

Putting It All Together takes you step-by-step through the process of creating a SlideShow project using all the projects in *Kid Pix Studio Deluxe*.

Wacky Brushes and Electric Mixers and **All About Rubber Stamps** list the tools and Rubber Stamps sets that are available in *Kid Pix Studio Deluxe*.

The **Troubleshooting Guide** can help you when you get stuck.

How to Contact Technical Support explains what you will need to get the most from The Learning Company's Support resources.

Credits and Sources lists all the people and organizations that contributed to making *Kid Pix Studio Deluxe*.

Use the **Index** to find more references to specific topics throughout this manual.

Note: This manual is designed for both Macintosh and Windows users of *Kid Pix Studio Deluxe*. Where the versions of the program are significantly different, specific information for each platform will be listed separately.



Chapter 2 Getting Started

What you will need:

WINDOWS® CD-ROM*

Windows 3.1 or Windows 95

486 or faster recommended

4MB RAM for Windows 3.1x; 8MB RAM for Windows 95

Minimum 32MB hard disk space

2X CD-ROM drive or faster

640x480 display, 256 colors

Windows compatible sound device

Printer support: Works with most popular printers (monochrome and color) supported by Windows.

MACINTOSH® CD-ROM*

Macintosh and PowerPC

System 7.0 or higher

25MHz 68030 or faster

3.5MB RAM free

Minimum 39MB hard disk space

2X CD-ROM drive or faster

640x480 display, 256 colors

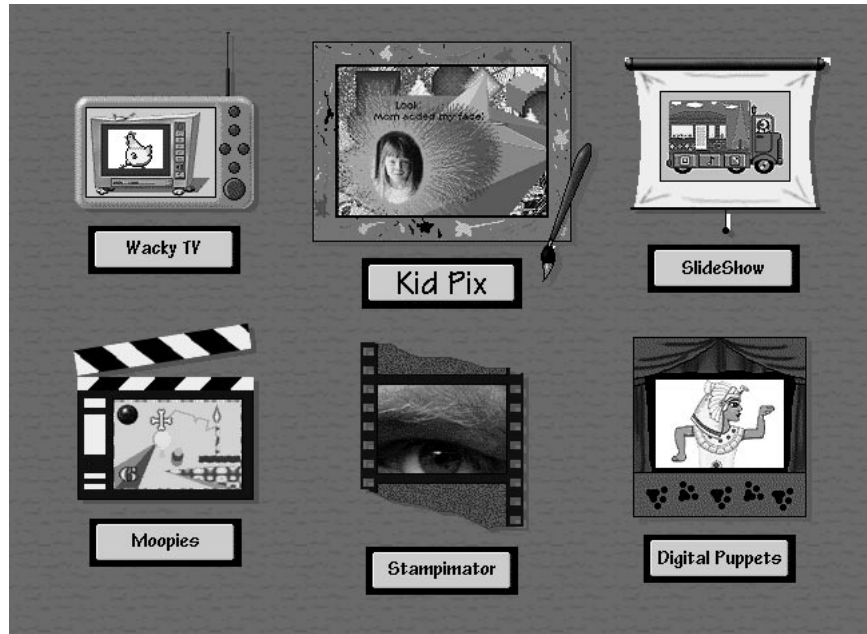
Printer support: Works with most popular Macintosh compatible printers (monochrome and color)

* System Configuration: May require minor adjustments to the configuration of your operating system and/or updates to the hardware component drivers.

Installing Kid Pix Studio Deluxe

Detailed instructions for installing **Kid Pix Studio Deluxe** are listed on the Installation Instructions card in the package.

At Ease users: Special installation instructions for using **Kid Pix Studio Deluxe** with At Ease are listed on the Installation Instructions card.





Running Kid Pix Studio Deluxe

Once you have installed **Kid Pix Studio Deluxe**, here's how to get things running:

Macintosh Users: After installing the program to your hard drive:

- Locate the **Kid Pix Studio Deluxe** folder on your hard drive.
- Double-click the folder to open it.
- Then double-click the icon labeled **Kid Pix Studio Deluxe** to launch the application.

Windows 95 Users: After successfully installing the program, click the **Run** button at the startup window to start the program. The startup window will appear each time the CD-ROM is inserted into the CD-ROM drive.

If the **Kid Pix Studio Deluxe** startup window does not appear automatically on screen:

- Begin at the Windows 95 desktop.
- Click the **Start** button, point to **Programs**, and then **Broderbund Software**.
- Click the **Kid Pix Studio Deluxe** menu item to start the program.

Windows 3.1 Users: After successfully installing the program, a program group titled **Broderbund Software** will be created in the Windows Program Manager. It will contain an icon labeled **Kid Pix Studio Deluxe**.

- Double-click this icon to begin playing.

The Picker Screen

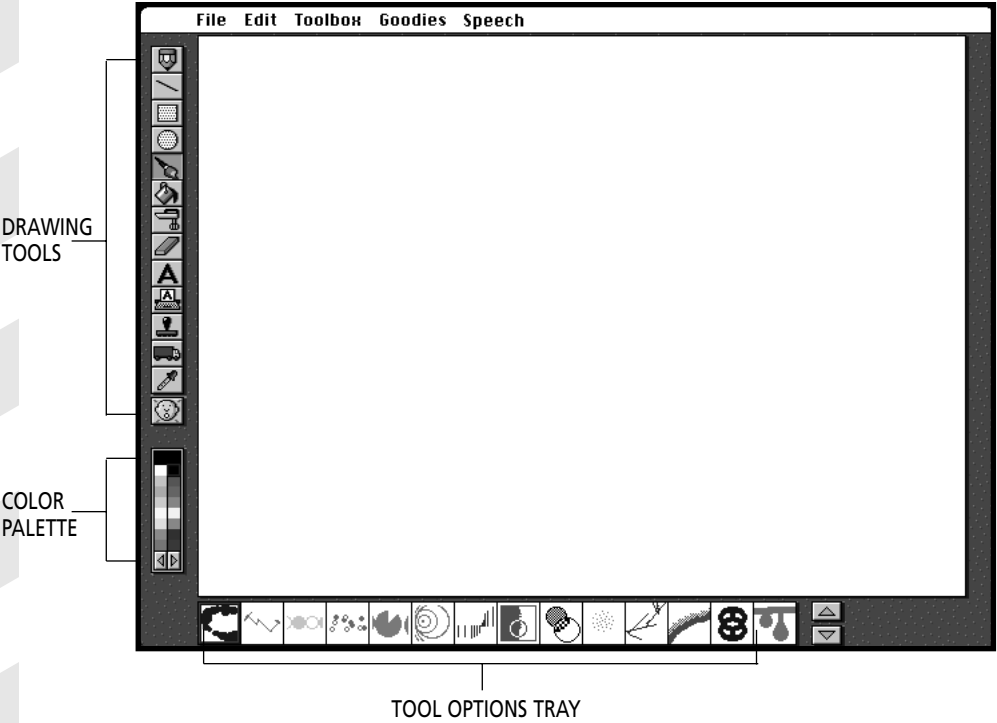
The **Picker** screen is the first thing you see when you start to use **Kid Pix Studio Deluxe**. There are six buttons on the **Picker** screen, one for each **Kid Pix Studio Deluxe** project.

- To choose a project, click the name plate or the button on the **Studio Picker** screen.

You will hear directions for using the project the first time you open each project.

- Wait a few seconds while the project is loaded.
- Roll up your sleeves—it's time to get creative!

Kid Pix



Chapter 3

Kid Pix Studio Deluxe Projects



Kid Pix gives kids lots of easy-to-use tools for making pictures with the computer. The basic parts of the Kid Pix screen are the drawing area, the toolbar, the color palette, and the menu bar.

- The drawing area is in the middle of the screen. All of the Kid Pix tools can be used in this area.
- To the left of the drawing area, you'll see the Kid Pix toolbar. Select the drawing tool you want by clicking it with the mouse.
- Kid Pix tools let you choose how you want them to draw. These choices are called Tool Options. Look beneath the drawing area for the Tool Options tray. Click the option you want to use to select it.
- Some tools have more than one tray of options. Click the arrows at the right end of the Tool Options tray for even more choices.
- At the top of the screen, you'll see the Kid Pix menu bar. The menus available in Kid Pix are: **File**, **Edit**, **Toolbox**, **Goodies**, and **Speech**.
- The **File** menu lists commands for opening and saving files, for printing, and for returning to the Studio Picker screen.
- The **Edit** menu lists commands for making changes to your picture.
- Commands from the **Toolbox** menu control how **Kid Pix** works.
- **Goodies** menu commands give you more ways to use the basic Kid Pix tools, like **Pick a Stamp Set** which gives you more Rubber Stamps.
- Use the **Speech** menu to hear text you have added to your picture read aloud.
- For more details about Kid Pix menu commands, read chapter 4, "Kid Pix Studio Deluxe Menus," on page 67.



Kid Pix Tools



Wacky Pencil

Click the **Wacky Pencil** to draw free-form lines.


There are two sets of pencil options, giving you square- or circle-shaped pencil points. You can also choose the width and pattern for your Wacky Pencil lines.

- The **Tint**  option creates a translucent effect, perfect for coloring in black and white pictures without covering up the lines.
- The **Mystery**  option creates a rainbow effect.



Line


Choose the **Line** tool to draw straight lines. When you do, you'll see options for line widths and patterns.

- The **Mystery**  option creates a surprise effect.
- To draw angles, press the **Shift** key while using the **Line** tool.



Rectangle

Choose the **Rectangle** tool to draw rectangles with various patterns.

- Choose a pattern fill from the Tool Options tray.
- The **Mystery**  option produces a rainbow-filled rectangle.

Macintosh Users:

- To draw a rectangle without a border, press the **Control** key while using the tool.
- To draw a perfect square, press the **Shift** key while using the tool.
- To draw a rectangle with a thicker border, press the **Option** key while using the tool. Pressing both the **Option** and the **Command** keys draws an even thicker border.


Windows Users:

- To draw a perfect square, press the **Shift** key while using the tool.



Oval

Choose the **Oval** tool to draw ovals in various patterns.

- Choose a fill pattern from the Tool Options tray.
- The **Mystery**  option produces a rainbow oval.

Macintosh Users:

- To draw an oval with no border, press the **Option** and **Control** keys while using the tool.
- To draw a circle, press the **Shift** key while using the tool.
- To draw a circle with a thicker border, press the **Option** key while using the tool.

Windows Users:

- To draw a circle, press the **Shift** key while using the tool.



Wacky Brush

The **Wacky Brush** tool options offer you choices for painting spirals, bugs or pyramids, to name just a few. There is a listing of all the Wacky Brush tool options starting on page 93.

- Click the Wacky Brush tool, then select an option from the tool options tray.
- Click once, or click and drag the Wacky Brush cursor to paint in wild and wonderful ways.

Macintosh Users: Try holding down the **Shift**, **Option**, **Command** and **Control** keys for extra Wacky Brush effects.

Windows Users: Try holding down the **Ctrl** and **Shift** keys for extra effects with some Wacky Brush options.



Paint Can

The **Paint Can** tool fills all or part of your picture with glorious colors and fun patterns.

- Click the **Paint Can** tool, then select a fill pattern from the tool options tray.
- Click an area of your picture to fill with the selected pattern.





Electric Mixer

Click the **Electric Mixer** to transform your drawing.

- Click the **Electric Mixer** tool, then select a tool option.

When you select an Electric Mixer tool option, the cursor will turn into a face.

- Click the face cursor on your picture.

Some Electric Mixer effects happen when the mouse is clicked once; others happen while the mouse is held down. Some effects change your whole picture, others just change a part of it.


Macintosh Users: Try holding down the **Shift**, **Option**, **Command** and **Control** keys for extra Electric Mixer effects.

Windows Users: Try holding down the **Ctrl** and **Shift** keys for extra effects with some Electric Mixer options.




Eraser

There are two kinds of **Eraser** tools: the first four Erasers work like pencil erasers. Click with the mouse to erase a part of your picture. Other Erasers erase your whole picture with one mouse click.

- Click the **Eraser** tool to select an eraser.
- The **Mystery**  option offers a special surprise. When you scrub away at your picture, a Hidden Picture is revealed.

You can pick different sets of Hidden Pictures by selecting the **Pick Hidden Pictures** command from the **Goodies** menu.

- Click the **Mystery**  option for a new Hidden Picture from the set you have selected.



Talking Alphabet Stamps

Use the **Talking Alphabet Stamps** tool to stamp letters, numbers and punctuation marks on your Kid Pix picture.

- Click the **Talking Alphabet Stamps** tool.
- Select a letter by clicking with the mouse.

Each letter or number in the options tray will call out its name.

- Click the drawing area to stamp with the letter you selected.



Typewriter

Adding text to your Kid Pix picture using the **Typewriter** tool gives you some exciting options:

- Edit the text without changing your Kid Pix picture.
- Hear the text read out loud.
- Drag text around the screen or resize or reshape it.
- Draw under text without erasing it.

How does this work exactly?

Think of your Kid Pix drawing as a piece of white paper on your computer desktop. All your drawing tools show up on that white paper, and Mixer Effects and Erasers only work on the paper.

Now think of a sheet of clear plastic sitting on top of your Kid Pix picture. This clear plastic layer is where your Text Boxes are, so that you can see the text sitting on top, and your Kid Pix picture underneath.

To add text to your picture:

- Click the **Typewriter** tool to select it.

The Typewriter tool options will appear below the drawing area. You can choose a font, change font size, and add text styles.

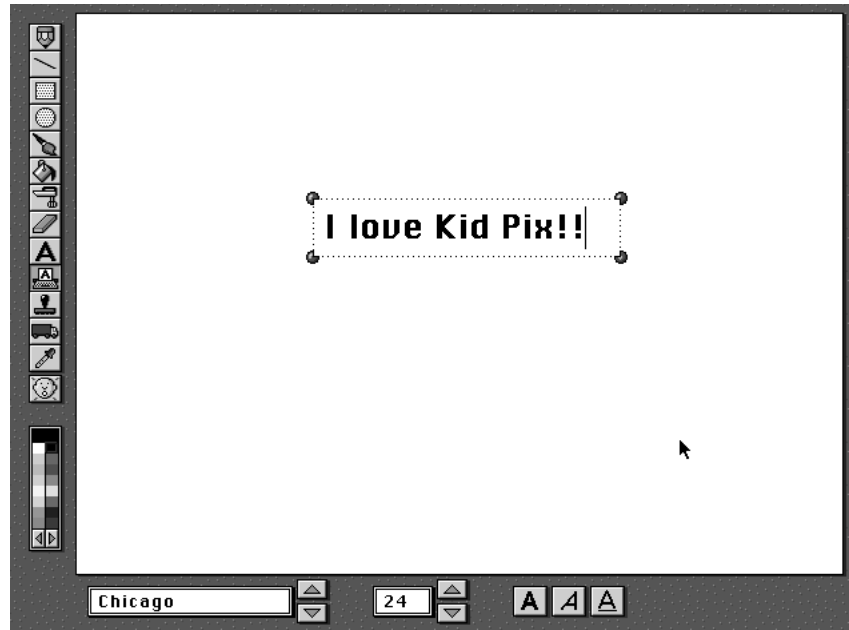


- Click the spot in your picture where you want to add text.

A Text Box will appear with a blinking cursor inside. This is the Active Text Box. Only one Text Box can be active at a time.

The Active Text Box will have a dashed line, and red dots at the corners. Any other Text Boxes you have created will have a box around them with a plain line, to show you where they are.

- Type your text.



To change text in your picture:

- Click the **Typewriter** Tool.
- Click the text you want to change.

A dashed line Text Box will appear around the text, and the cursor will appear. You can change the font, style, color and delete, add to or retype your text.



To change the font of the text:

- Click the arrows next to the font name display below the drawing area to change to a different font.

Every time you click the arrow, the font of the text in the Active Text Box will change.

- To bring up the **Pick a Font** dialog box, double-click the font name in the Text Options tray.

Changing to a new font changes all the text in the Active Text Box.

To change the size of the text:

- Click the arrows next to the font size display below the drawing area to change to a different font size.

Every time you click the arrow, the font size of the text in the Active Text Box will change.

- Double-click the font size and the **Pick a Font Size** dialog box will appear. Type a number between 8 and 100 for more size options.

Changing font size changes all the text in the Active Text Box.

To change the style of the text:

- Select a style for your text by clicking one or more of the Style buttons to the right of the Text Options.

The three style choices are **Bold**, *Italics* and Underline. You can use any one or all three at the same time.

Changing styles changes all the text in the Active Text Box.

To change the color of the text:

- Select a color from the Color Palette to colorize your text.

Choosing a color changes all the text in the Active Text Box.

To add more text to your picture:

- Select the **Typewriter** tool.
- Click another spot in your picture and start typing.

To remove text from a Text Box:

- Click on the Text Box you want to remove.
A dashed line Text Box will appear around the text, and the cursor will appear in the Text Box.
- Press **Backspace** or **Delete** until all the text is gone.

To move a Text Box around:

- Click on the text you want to move.
A dashed line Text Box will appear around the text, and the cursor will appear.
- Drag the Text Box to the spot where you want it.

To reshape or resize a Text Box:

- Click on the text you want to reshape or resize.
A dashed line Text Box will appear around the text, and the cursor will appear.
- Click one of the red corner dots.
- Drag the dot to make the box bigger or smaller.

To paint the text into your picture:

- Text boxes sit on a layer above your Kid Pix picture. To use any of the Kid Pix tools on the text, like the **Electric Mixer**, you need to make the text part of your picture layer.
- Click the **Toolbox** menu to select it.
- Select **Paint Text to Background...** from the **Toolbox** menu
- The **Paint Text to Background** dialog box will appear, giving you two options:



Paint Active Text Box Only will only paint the Text Box that is currently selected to the background.

Paint All Text Boxes will paint all the text in your picture to the background.

- Click **OK** when you have made your selection.

To hear text read aloud:

Kid Pix can read text aloud—anything you can type, it can say.

Use the **Speech** menu commands to tell the computer to speak, to pick a voice for the computer, and to tell the computer to pronounce words differently from the way they are spelled.

For more on using the **Speech** menu commands, see page 89 in chapter 4, “Kid Pix Studio Deluxe Menus.”



Rubber Stamps

Choose the **Rubber Stamp** tool for a selection of colorful stamps to add to your Kid Pix picture.

- To edit a Rubber Stamp, double-click the stamp you want to edit in the Options tray, or select **Edit a Stamp** from the **Toolbox** menu.

The Stamp Editor dialog box will appear.

Macintosh Users: Hold down the **Shift**, **Option** and **Shift + Option** keys to make your Rubber Stamps bigger.

Windows Users: Hold down the **Ctrl**, and **Ctrl + Shift** keys to make your Rubber Stamps bigger.



Moving Van

Choose the **Moving Van** tool to pick up and move a section of your picture to another spot in your picture, or to copy a section of your picture to paste in a different picture.

There are two kinds of Moving Vans: regular Moving Van options that come in different shapes and sizes, and Moving Van Magnet options that you can resize yourself.

To use regular Moving Van options:

- Click the Moving Van option that is the size and shape you need.
- Position the van over the section you want to move.
- Click the mouse button and hold it down while you move the mouse. The selected part of your picture will move.
- Let go of the button when the section is where you want it.



To use Magnet options:

- Click the Magnet option that you want to use. (Windows users have only one Magnet option.)
- Drag the cursor around the area you want to select.
- Click with the magnet icon to pick it up, and drag the selected area around your picture.
- Use the **Cut**, **Copy**, **Clear** or **Paste** commands under the **Edit** menu with the area that you have selected.

Macintosh Users: To copy a section and then paste the selection in your drawing, hold the **Option** key down and move the mouse.

- To paint with your selection, hold the **Command** key down while you move the mouse.
- To paint with your Moving Van selection, hold down the **Ctrl** and **Shift** keys while you move the mouse.

The Lasso option will shrink to select the first change in color it encounters.

- To make the Lasso option select exactly the area you have surrounded by dragging with the cursor, hold down the **Option** key.

Windows Users: To copy a section and then put the section in your drawing, use the Magnet option, then hold the **Ctrl** key down while you move the mouse.



Eyedropper

Use the **Eyedropper** tool to select a color from your picture.

- Click the **Eyedropper** tool.
- Then click on a color in your Kid Pix picture.

The color you click on will appear in the selected color box at the top of the Color Palette. You can paint or draw with that color using any of the other Kid Pix tools.



Undo Guy

Choose the handy **Undo Guy** whenever you do something you don't want to keep.

- Click this button and your last action will be undone.

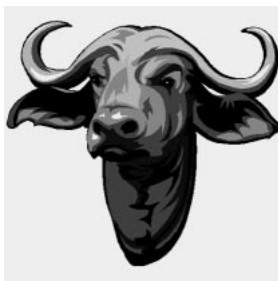


Color Palette

The **Color Palette** offers 112 colors for you to choose from.

The currently selected color is shown in the box at the top. This is the color that most tools will draw with.

- Click on the color you want to use to select it.
- Click one of the two arrows at the bottom of the Color Palette to scroll through the sets of colors for more choices.



Macintosh: "Egret," "Ram," and "Cape Buffalo" from the PS Medley folder, in the Clip Art folder, in the Pictures folder on the **Kid Pix Studio Deluxe** CD-ROM.

Windows: "Snowyegr," "Ram," and "Capebuff" from the Medley folder, in the Clipart folder, in the Pictures folder on the **Kid Pix Studio Deluxe** CD-ROM.



Adding a movie to a Kid Pix picture

Select the **Pick a Movie** command from the **Goodies** menu, and you can paste a movie into your Kid Pix picture. Use this special feature to bring your animation projects into **Kid Pix** by selecting the **Save for SlideShow** command for your Moopies, Stampimator, Digital Puppets and SlideShow projects.

To paste a movie into your picture:

- Select **Pick a Movie** from the **Goodies** menu.
The **Wacky TV** will appear over your Kid Pix picture.
- Use the **Pick a Movie** dialog box options to select a movie .
Select a movie from the **Kid Pix Studio Deluxe** CD-ROM, or choose a project you have saved for SlideShow.

Macintosh Users: You can view QuickTime movies.

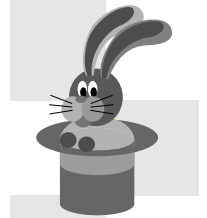
Windows Users: You can view QuickTime (*.MOV format) and Video for Windows (*.AVI format) movies.

- Click the **Paste Jar** button.
The **Wacky TV** will disappear and the first frame of your movie will appear in your Kid Pix picture.
- Drag the movie to the spot where you want it pasted.
- Click the mouse button once to paste the movie into your picture.
- Choose **Play Movie** from the **Goodies** menu to play your Wacky TV movie in your Kid Pix picture.

Macintosh Users: To save a Kid Pix file with a movie in it, select **Save a Picture** from the **File** menu. Select the **Save QuickTime Movie with Picture** option.

Window Users: To save a Kid Pix file with a movie in it, select **Save a Picture** from the **File** menu. Select the **Save Movie** option, then save your picture.

See page 27 for more details on using the **Wacky TV**.



Kid Pix Art Starters

Here are some suggestions for getting started with **Kid Pix**:

Like to color? ColorMes are like pages in a coloring book, but the ColorMe files on the **Kid Pix Studio Deluxe** CD-ROM never get used up!

- Select **Pick a ColorMe** from the **Goodies** menu.

DrawMes are super-silly suggestions of pictures to create.

- Select **Pick a DrawMe** from the **Goodies** menu to hear a wacky idea for a picture.

Want something to make with your artwork after printing it?

- Select **Open a Picture** from the **File** menu. Navigate to the **Cutouts** folder on the **Kid Pix Studio Deluxe** CD-ROM for projects like paper dolls, viking helmets, and finger puppets that you can color in on the computer, or print out and color by hand.

If you like to use Rubber Stamps: Stampscapes are full-screen, full-color habitats for Rubber Stamp creatures, people, and buildings.

- Select **Open a Picture** from the **File** menu. Navigate to the **Stampscapes** folder on the **Kid Pix Studio Deluxe** CD-ROM.

Backgrounds can be opened like Stampscapes and used with Kid Pix tools.

- Select **Open a Picture** from the **File** menu to navigate to the **Backgrounds** folder on the **Kid Pix Studio Deluxe** CD-ROM.

Paste together a collage of pictures to create your own masterpiece.

- Select **Pick More Pictures** from the **Goodies** menu to find clip art images to paste into your picture. This folder contains all kinds of graphics for pasting, like maps, photos, and drawings.

Do you have some photos on a disk or CD-ROM, or images downloaded from the Internet in GIF or JPEG format?

- Select the **Import a Graphic** command from the **File** menu to bring them into your Kid Pix picture. Add silly hats, moustaches, horns, or antennae to pictures of your friends and loved ones with Rubber Stamps and Wacky Brushes.

For more details on using the menu commands in **Kid Pix**, read chapter 4, "Kid Pix Studio Deluxe Menus," on page 67.

Kid Pix Menus

The Kid Pix menu commands are listed below with the page number for a detailed description given in chapter 4, Kid Pix Studio Deluxe Menus on page 67.

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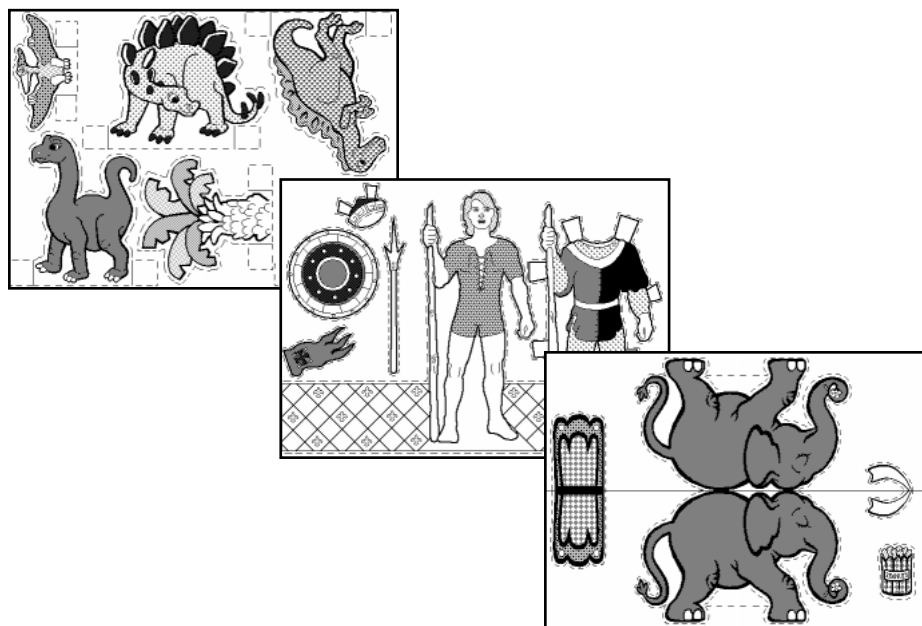
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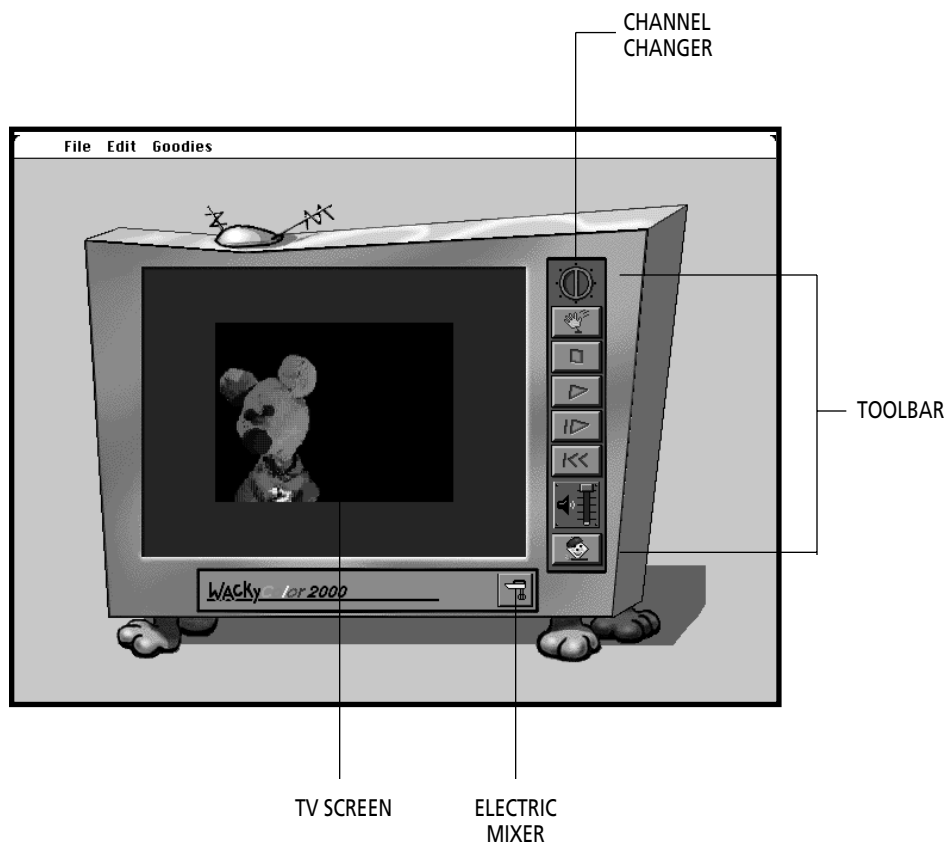
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"Dinosaurs," "Prince," and "Elephant" projects from the Cutouts folder in the Pictures folder on the **Kid Pix Studio Deluxe** CD-ROM.

Wacky TV



The **Wacky TV** is not your usual television set; it's an on-screen digital movie player with built-in special effects. The basic parts of the **Wacky TV** are the TV screen, the toolbar, and the **Electric Mixer**. The TV screen is in the middle of the **Wacky TV**. The toolbar is to the right of the TV screen. At the top of toolbar is the **Channel Changer**. At the bottom of the toolbar is the **Volume Control**. Below the TV screen is the Electric Mixer options tray.

Using the Wacky TV

- Click the Wacky TV icon or name plate from the **Picker** screen.
The **Wacky TV** will appear, followed by the **Pick a Movie** dialog box listing movies provided on the **Kid Pix Studio Deluxe** CD-ROM.
- Double-click a folder to see the movies inside.
- Select a movie by clicking its title.

The **Kid Pix Studio Deluxe** CD-ROM holds lots of movies to get you started, or you can also use movies from sources such as bulletin board services and the Internet.

You can also watch Moopies, Stampimator, Digital Puppets, and SlideShow projects that have been saved for SlideShow.

Macintosh Users: **Wacky TV** plays digital movies in QuickTime format only.

Windows Users: **Wacky TV** plays movies in either MOV (QuickTime) or AVI (Video for Windows) format.

- Click **Open** to watch the movie you have selected.

Wacky TV Tools

On the Wacky TV toolbar, you'll notice some buttons. The buttons are a lot like the ones on a VCR or cassette tape player.



Channel Changer

Click this button to choose a new movie to show in your **Wacky TV**.



Goodbye

Click this button to return to the **Picker** screen.



Stop

Click this button to stop the movie showing on your **Wacky TV**.



Play

Click this button to play your movie. The movie will start again each time it ends.



Step by Step

Click on this button to advance your movie one frame at a time.



Rewind

Click this button to rewind to the beginning.



Volume Control

Use the Volume Control to control your movie sound levels.

Macintosh Users: Use the slider to turn the volume of the sound up and down.

Windows Users: Click to turn movie sounds off and on.



Paste Jar

If you opened the Wacky TV in Kid Pix, the **Paste Jar** appears below the **Volume Control**. For instructions on using the **Paste Jar** button, see page 22, Adding a Movie to a Kid Pix Picture.



Electric Mixer

Choose the **Electric Mixer** button on the Wacky TV to make your Wacky TV show even wackier.

- Click the **Electric Mixer** button to add special effects to your movie-viewing experience.

The **Electric Mixer** options will appear, along with the **Undo Guy**, under the TV screen.

- Click an option to add that effect to the movie while it is playing.

There are eight effects to choose from. The effects buttons will appear below the TV screen when you click the **Electric Mixer** button.



EEPIY!



Stroboscope



Zoomer



Speedo



Splash



Origami



Fun House

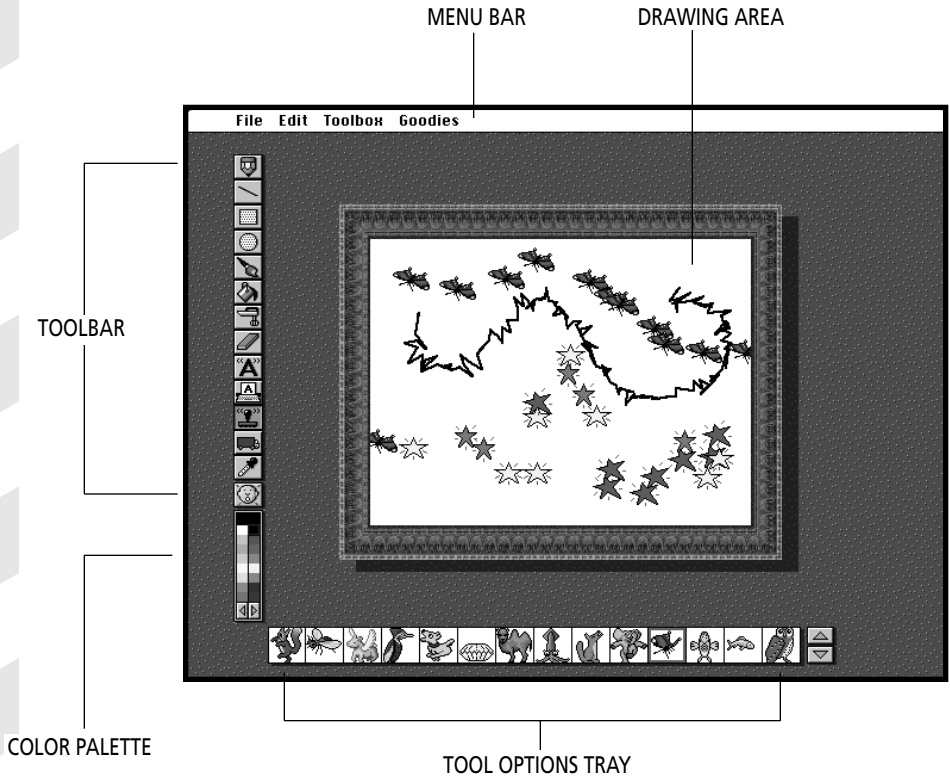


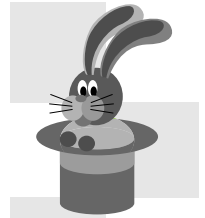
Checkerboard

- Click the **Undo Guy** to remove the effect you have added.



Moopies





Moopies is our special name for “moving pictures.” Creating animated pictures with **Moopies** is a lot like creating Kid Pix pictures. The Moopies Animated Wacky Brushes, Rubber Stamps, Electric Mixer effects, and Alphabet Stamps start moving as soon as you lift your finger from the mouse. As you draw, you’ll see your Moopie come to life and start wobbling, whirling, and wiggling.

The basic parts of the Moopies screen are the drawing area, the toolbar, the color palette, and the menu bar.

- The drawing area is in the middle of the screen. All of the Moopies tools can be used in this area.
- To the left of the drawing area, you’ll see the Moopies toolbar. Select the drawing tool you want by clicking it with the mouse.
- Moopies tools let you choose how you want them to draw. These choices are called Tool Options. Look beneath the drawing area for the Tool Options tray. Click the option you want to use to select it.
- Some tools have more than one tray of options. Click the arrows at the right end of the Tool Options tray for even more choices.
- At the top of the screen, you’ll see the Moopies menu bar. The menus available in Moopies are: **File**, **Edit**, **Toolbox**, and **Goodies**.
- The **File** menu lists commands for opening and saving projects, and for returning to the **Picker** screen.
- The **Edit** menu lists commands for making changes to your project.
- Select the **Toolbox** menu to **Edit a Stamp** or **Turn Tool Sounds On** or **Off**.
- **Goodies** menu commands help you find more Rubber Stamps, background pictures, and sounds to add to your Moopies project.

Moopies Tools



Wacky Pencil



Choose the **Wacky Pencil** when you want to draw free-form lines.



Line

Click the **Line** tool to draw straight lines.


Choose line widths and patterns from the Tool Options tray.

- The  option draws rays from a center point.
- The **Mystery**  option produces a rainbow effect.
- To draw angles, press the **Shift** key while using this tool.



Rectangle


Choose the **Rectangle** tool to draw rectangles with various patterns.

- The **Mystery**  option produces a rainbow-filled rectangle.
- To draw a perfect square, press the **Shift** key while using this tool.



Oval

Click on the **Oval** tool to draw ovals in various patterns.

- The **Mystery**  option produces a rainbow oval.
- To draw a perfect circle, press the **Shift** key while using this tool.



Animated Wacky Brush

There are 28 wiggly Wacky Brushes. When you finish painting with a Wacky Brush effect, it will animate before your very eyes.

- Click the **Wacky Brush** tool, then select a tool option to paint in a variety of animated ways.



Paint Can

Click the **Paint Can** tool on an area to fill your picture with glorious colors and fun patterns.



Animated Electric Mixer

Click the **Electric Mixer** tool, then select an effect from the options tray to mix up your Moopie.



Eraser

The first four options erase part of your Moopie. The last two options erase the whole screen.

- Click the **Eraser** tool to erase some or all of your picture.



Dancing Alphabet Stamps

Use the **Dancing Alphabet Stamps** tool to create words that move!

- Click on the letter you want, and stamp it into your Moopie.



Typewriter

Text in **Moopies** becomes part of your picture as soon as it is typed, so it cannot be edited after it is typed, and cannot be read aloud. In **Moopies**, you can choose the color and font for your text.

- Click the **Typewriter** tool, and the tool options tray will show you all the fonts you can use.
- Click a letter from the options tray to select a font.



Animated Rubber Stamps

Use the **Animated Rubber Stamps** tool to place moving pictures in your project.

- Click the Animated Rubber Stamps tool.
- Click on the options tray to select an Animated Rubber Stamp.

You can also use the Animated Stamp Editor to create or change your Animated Rubber Stamps.

- Double-click any Rubber Stamp, or select **Edit a Stamp** from the **Toolbox** menu, and you'll see the Animated Stamp Editor.





Moving Van

Choose the **Moving Van** tool to move a section of your Moopie.



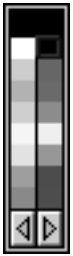
Eyedropper

Use the **Eyedropper** tool to select a color from your picture.



Undo Guy

Choose the handy **Undo Guy** whenever you do something and then change your mind.



Color Palette

The **Color Palette** offers 112 colors for you to choose from.

The currently selected color is shown in the box at the top. This is the color that most tools will draw with.

- To select the color you want to use, click it with the mouse.
- Click the arrows at the bottom of the Color Palette to scroll through the coordinated sets of colors for more choices.





Moopies Menu

For instructions on using the menu commands in **Moopies**, see the following pages in chapter 4, “Kid Pix Studio Deluxe Menus,” on page 67.

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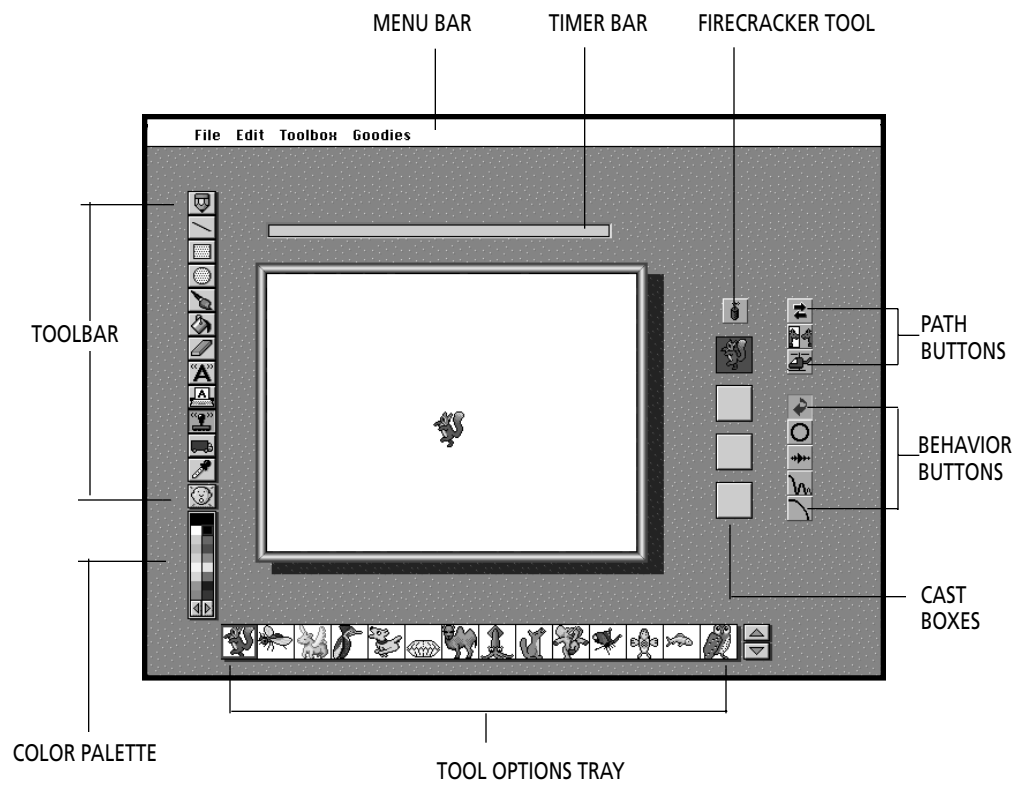
Toolbox menu

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Goodies menu

Pick a Stamp Set 80
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Stampimator





In **Stampimator**, animated stamps move across the screen along paths that you draw. The Stampimator screen has a lot of buttons and controls. Here's a brief introduction to the tools you'll use for your Stampimator project:

- The drawing area is in the middle of the screen. Your Stampimation will take place in this area. Think of it as a stage, empty when you start but soon full of action.
- To the left of the drawing area is the toolbar. Most of the tools are the same as in **Kid Pix**; the big difference in **Stampimator** is that the Rubber Stamps are animated, and there is no **Electric Mixer** tool.
- The Tool Options trays are below the drawing area.
- To the right of the drawing area are the Cast Boxes. These four boxes hold your Stamp Actors. Change the Stamp Actor in the Cast Box, and the Stamp Actor on the drawing area changes.
- To select a Stamp Actor, first click a Cast Box. The selected box will turn red. Select a Rubber Stamp by clicking the **Rubber Stamp** tool on the toolbar, then clicking a Rubber Stamp in the Options tray. The Rubber Stamp will appear in the selected Cast Box.
- Above the Cast Boxes is the **Firecracker** tool.
Use the **Firecracker** to remove Stamp Actors from Cast Boxes by clicking the Cast Box you want to clear, then the **Firecracker** tool.
- To the right of the Cast Boxes are the Path and Behavior buttons. Use these buttons to control how your Stamp Actors move along the paths you create for them.
- Above the drawing area is the Timer Bar. The Timer Bar is a visual indicator of the amount of time your path is taking in your Stampimation. The Timer Bar starts to fill up when you start creating a path for a Stamp Actor. When the Timer Bar fills with red, you have used up all the time available for the path you are creating.

For a step-by-step example of creating a Stampimation, see page 40.

Stampimator Tools

Drawing Tools

Stampimator has many of the same drawing tools as **Kid Pix**. Use them to create a background for your Stamp Actors to use as a stage set.

- Use the Drawing Tools to create a background for your Stampimation.

Cast Boxes

The four boxes to the right of the drawing area show the Rubber Stamps that are used as Stamp Actors in your Stampimation.

- Click a Cast Box to select it.
- Select a Stamp Actor by clicking one of the Animated Rubber Stamps in the options tray.

Firecracker

Use the **Firecracker** tool above the Cast Boxes to get rid of Stamp Actors you don't want in your Stampimator.

- Click the Cast Box for the Stamp Actor you want to remove.
- Click the **Firecracker** tool and the Cast Box will be cleared.

Behavior Buttons

Use the Behavior buttons to the right of the Cast Boxes to control the motion of your Stamp Actors during the Stampimation.



Ping Pong

Choose **Ping Pong** to make a Stamp Actor move back and forth along the path you have created.



Mirror Motion

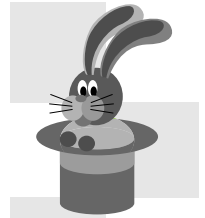
Choose **Mirror Motion** to flip the Stamp Actor at the end of the path.

Note: This Behavior button only works if you have also selected **Ping Pong** button.



Always Move

If you click once with an Animated Rubber Stamp, and do not create a path, the Stamp Actor will not animate. Choose **Always Move** to make your Stamp Actor animate when it is standing still.



To use the Behavior buttons:

- Click a Cast Box.
- Click the Behavior you want to add to the selected Stamp Actor.
- Click the button again to turn that Behavior off.

Path Buttons

There are five Path buttons beneath the three Behavior buttons. Choose one of these to change the path that your Stamp Actor follows.



Original Path

Your original path will be stored in memory, and you can always return to it by clicking the **Original Path** button.



Circle Path

Choose this Path button to make your Stamp Actor move in a circle. The size of the circle depends on the length of the path.



Smooth Path

If your original path is very bumpy or jerky, choosing this button will make it smoother.



Bounce Path

Choose this Path button to make your Stamp Actor bounce. This works best if you have created a long path.



Gravity Path

Choosing this Path button will make your Stamp Actor drop down as it moves across the screen as if it weighs a ton.

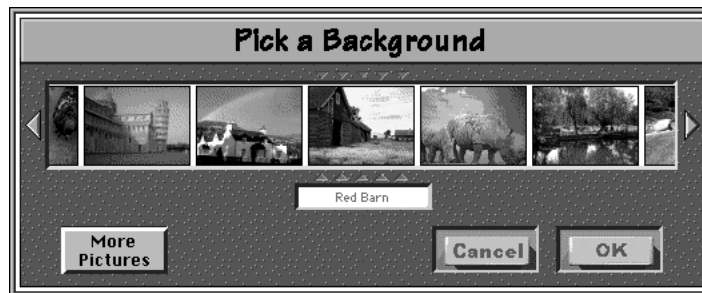
- Click a Cast Box to select it.
- Click the Path button you want to use.
- Reselect the Cast Box and click again on the Path button to remove its effect from the Cast Box selected.

Stampimator Example

There's no right or wrong way to Stampimate, but here's an example you can follow step by step to get things started:

1. Set the Stage

- Click the **Goodies** menu, and select **Pick a Background**.
- Click the scrolling arrows to the right or left of the preview icons to move through the many choices.
- Select **Red Barn**, then click **OK**.



2. Add a Soundtrack

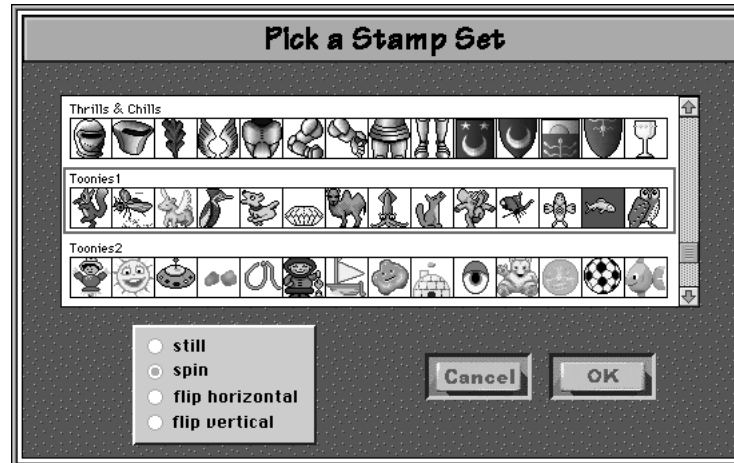
- Click the **Goodies** menu, and select **Pick a Sound**.
- Click the scrolling arrows to the right or left of the preview icons to move through the many choices.
- Select **Farmyard**, then click **OK**.





3. Choose Your Actors

- Click the **Goodies** menu, and select **Pick a Stamp Set**.
- Click **Toonies 1**, then click **OK**.



- Click the **Animated Rubber Stamps** tool, and select the Flying Piggie.

Notice how the Rubber Stamp shows up in the first Cast Box on the right side of the screen, with a red background to tell you it is selected.



4. Start the Action

- Click the **Stampimator** screen, and drag the piggie across the screen while holding down the mouse button.

IMPORTANT: Hold down the mouse button while you drag!

A red bar appears at the top of the screen to tell you how much time you have to drag the stamp around. When the bar fills up with red, you're done.



- Let go of the mouse button. The Stamp Actor will move along the path you have drawn for it when you were dragging the mouse.
- Click the **Back and Forth** Behavior button at the top of the stack of three buttons to the far right of your screen. The piggie will now go back and forth across the path you have created.
- Click the **Mirror Motion** Behavior button in the middle of the stack of three buttons to the far right of your screen. This makes the piggie flip to face the opposite direction when it heads back across the path.

You have created your first Stampimation! Congratulations!!

To add more Stamp Actors:

- Click a Cast Box to select it. The selected Cast Box will fill with red.
- Click a Rubber Stamp to select it.

The Rubber Stamp will appear in the selected Cast Box.

To change a Stamp Actor:

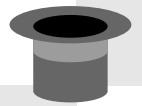
- Click the Cast Box of the Stamp Actor you want to change.
- Click the new Rubber Stamp that you want to use in your Stampimator.
- The new Stamp Actor will follow the path created for the old Stamp Actor.

To change the path of a Stamp Actor:

- Click the Cast Box of the Stamp Actor following the path you want to change.
- Click the drawing area and drag while holding down the mouse button.

To get rid of a Stamp Actor:

- Click the Cast Box of the Stamp Actor you want to get rid of.
- Click the **Firecracker** tool.





Stampimator Menus

For more about **Stampimator** menu commands, see chapter 4, “Kid Pix Studio Deluxe Menus,” on page 67.

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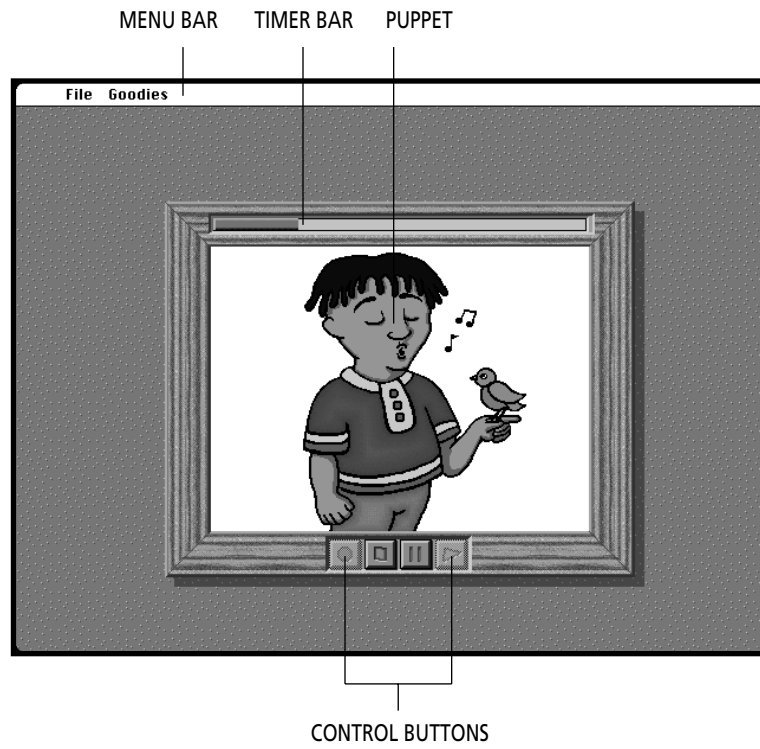
Pick a Stamp Set 80

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Digital Puppets





Digital Puppets are on-screen marionettes that you control with the keys on your keyboard instead of strings. Even the youngest kids can have fun making animated projects just by pressing keys and watching the puppet jump, mumble, or wave.

- The **Digital Puppets** project screen looks like the other project screens, but instead of using drawing tools to create a picture or animation, you control the on-screen puppet using your keyboard.
- You can choose one of ten Digital Puppets for your project. The puppet appears in the frame in the middle of the screen.
- Use the buttons at the bottom of the frame to record puppet movements, play your show, or stop or pause your show when it is playing.
- The Timer Bar at the top of the frame tells you how much time you have been recording your puppet movements. When the bar fills with red, your time is up.
- The **Digital Puppets** menu bar is at the top of the screen. The menus available in **Digital Puppets** are **File** and **Goodies**.
- The **File** menu lists commands for opening and saving projects, importing graphics, and for returning to the **Picker** screen.
- **Goodies** menu commands help you find more puppets, add a background picture, sounds or music to your project, or turn the sound off.

For a step-by-step example of creating a **Digital Puppets** project, see page 49.



Digital Puppets Buttons

You have four buttons to help you make your Digital Puppets production. You'll see them at the bottom of the **Digital Puppets** frame.



Click the **Record** button to record your puppet's movements and begin playing a sound chosen in the **Pick a Sound** dialog box.



Click **Stop** to stop recording your puppet's movements.



Click the **Pause** button to pause the action.



Click the **Play** button to play back the actions you've recorded.

The Digital Puppets



Albert



Alien



Buster



Dragon



Nile Princess



Garden Sal



Dufus



Peteroo



Rasta



Shelley



Digital Puppet Show Demo

Follow these steps to make your first Digital Puppet show:

1. Pick a Puppet

- Click the **Goodies** menu to choose a different puppet.
- Select **Pick a Puppet**. The **Pick a Puppet** dialog box will appear.



- Scroll through the puppets by clicking the arrows at either end of the puppet icon bar.
- Click Shelley to select her. The name of the selected puppet appears in the name plate in the middle of the dialog box.
- Click **OK**. Shelley will be displayed in the Digital Puppets frame.



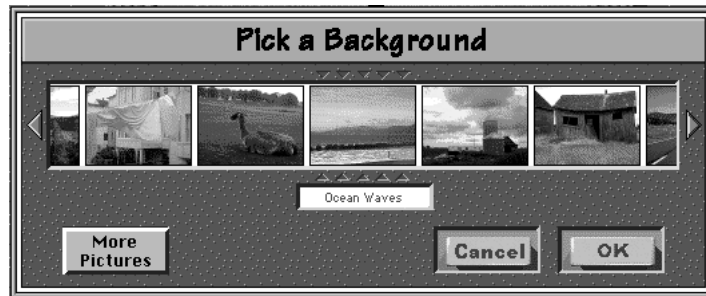
2. Get to Know your Puppet

- Click a few letters on your keyboard. Spell your name, and watch Shelley follow your directions.

3. Set the Stage

- Click the **Goodies** menu, and select **Pick a Background**.

The **Pick a Background** dialog box will appear.



- Click the scrolling arrows to the right or left of the puppet icons bar to move through the many choices.
- Select **Ocean Waves**, then click **OK**.

4. Choose a Soundtrack

- Click the **Goodies** menu, and select **Pick a Sound**.

The **Pick a Sound** dialog box will appear.



- Click the scrolling arrows to the right or left of the preview icons to move through the many choices.
- Select **Worldbeat**, then click **OK**.

5. Start the Action

- Click the red **Record** button in the frame below the puppet.

The sound you have selected will start to play, and the Timer Bar at the top of the frame will start to fill up.

- Start pressing keys to make your puppet move.

Try your phone number, a friend's email address, or the name of your favorite kind of ice cream.



- Press the **Stop** button when you're done. The recording will stop automatically if you run out of time.

A red bar appears at the top of the screen to tell you how much time you have to drag the stamp around. When the bar fills up with red, you're done.

- Click the **Play** button to play your show. The Digital Puppet will act out your directions exactly as you typed them.

You have created your first Digital Puppet show! Congratulations!!

Digital Puppets Tips

- If you have already recorded some movements for one Digital Puppet, and used the **Pick a Puppet** dialog box to select a new puppet, the new puppet will follow the directions that you have recorded until you select **New** from the **File** menu.
- The bottom row of keyboard keys (Z through ,) will activate mouth movements for your puppet. Use them to lip-synch your Puppet Show.



Digital Puppets Menus

For more about **Digital Puppets** menu commands, see chapter 4, “Kid Pix Studio Deluxe Menus,” on page 67.

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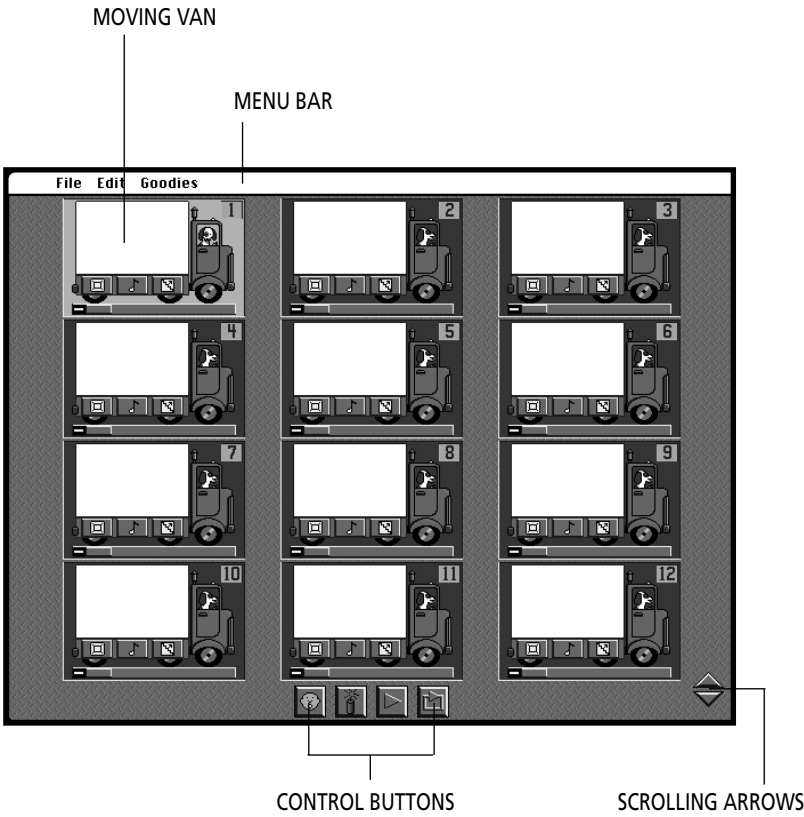
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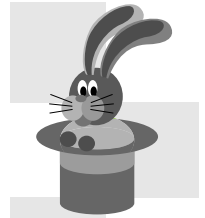
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Pick a Sound 82

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SlideShow





Here's your chance to display the sensational art you've produced. Add transition and sound effects, and the result is a spectacular multimedia presentation!

- On the SlideShow screen, you'll see the Moving Vans ready to load. You can link together as many as 99 Moving Vans loaded with Kid Pix pictures, Moopies, Stampimator, Digital Puppets, and SlideShow animations saved for SlideShow, pictures, and digital movies from other sources, or a mixture of all of these.
- Each Moving Van is numbered to show you the order in which they will play. To reorder your slides, click a van and drag it to its new spot in the show.
- Each van has a slide preview area, which shows you a preview of the picture or movie you have loaded in that van.
- Load up your Moving Vans using the three buttons under the slide preview area: **Pick a Picture**, **Pick a Sound**, and **Pick a Transition**.
- Under the slide preview area, you can see the Time Slider bar.

If you have loaded a Kid Pix picture, use the Time Slider to control how long this slide will play during the SlideShow.

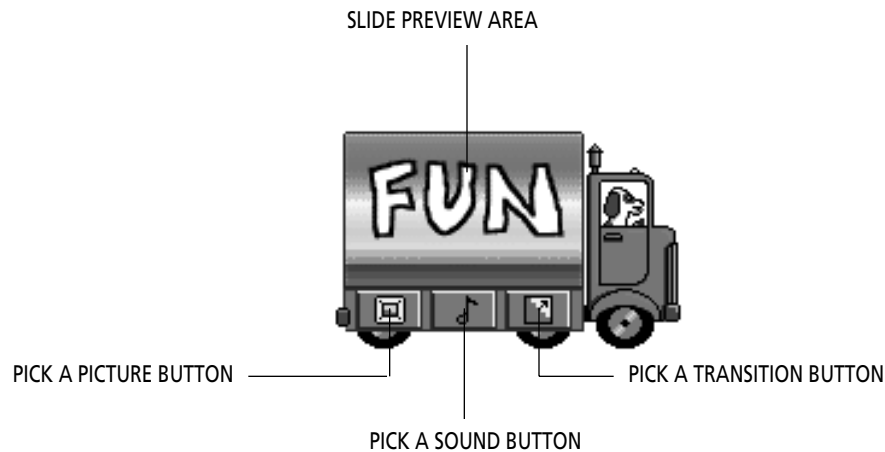
*If you have loaded a movie (like an animated project that you have saved using the **Save for SlideShow** command,) the Time Slider bar will turn into a film strip icon. Click the film strip icon to see the **Movie Options** dialog box. This dialog box gives you control over how many times the movie will play during the SlideShow, and how big it will be while it plays.*

- At the top of the screen, you'll see the SlideShow menu bar. The menus available in SlideShow are: **File**, **Edit**, and **Goodies**.
- The **File** menu lists commands for opening and saving files, and for returning to the **Picker** screen.
- The **Edit** menu lists commands for making changes to your project.
- **Goodies** menu commands help you control how your SlideShow plays and what it will look like while it plays.

SlideShow Moving Vans

Each Moving Van is made up of a slide preview area, the **Pick a Picture**, **Pick a Sound**, and **Pick a Transition** buttons, a Time Slider, and a number.

The slide preview area shows you a smaller picture of one slide of your slide show, whether you have loaded a picture or a movie file.



Use the **Pick a Picture** button to load a picture or movie.

Use the **Pick a Sound** button to add a sound effect to your slide, or to control which sound is played during the SlideShow if there is a sound attached to the picture loaded in the van.

Use the **Pick a Transition** button to select an effect for the change from one slide to the next during your SlideShow.

If you want to change the order of your slides, click the slide you want to move. Drag the van to the place in your SlideShow where you want the slide to be.

Use the Time Slider to control how long a slide plays during your SlideShow.

Note: All the pictures and movies you want to use in your SlideShow should be together in one folder.

- Double-click the Moving Van for a full-screen preview of your slide, including any sounds and any transition effect you add.
- Click again to end the preview.

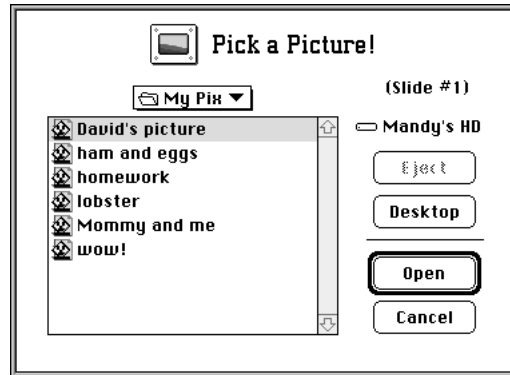


Pick a Picture (for Macintosh Users)

When you start SlideShow, the first Moving Van will be selected for you. If you want to load a different Moving Van, click the van you want to load.

- Click the **Pick a Picture** button below the slide preview area.

The **Pick a Picture** dialog box will appear.



- Click the name of the picture or movie you want to load.

Select any **Moopie**, **Stampimator**, **Digital Puppets** or **SlideShow** project that has been saved using the **Save for SlideShow** command, any QuickTime movie including the movies on the **Kid Pix Studio Deluxe** CD-ROM, or any PICT file to load into a Moving Van.

- Click **Open**.

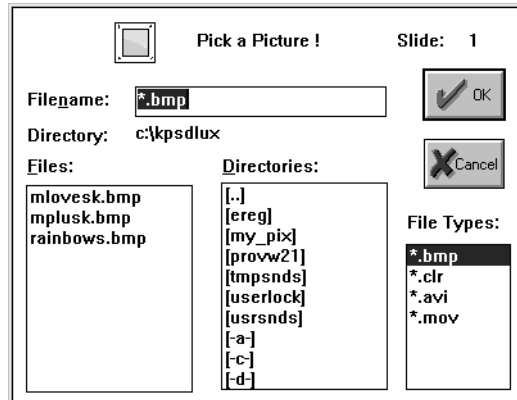
The dialog box will go away. In the Moving Van slide preview area, you'll see the picture or movie you selected.

Pick a Picture (for Windows Users)

When you start SlideShow, the first Moving Van will be selected for you. If you want to load a different Moving Van, click the van you want to load.

- Click the **Pick a Picture** button below the slide preview area.

The **Pick a Picture** dialog box will appear.



- Select the extension name for the type of file you want to load from the File Types list.

For saved Kid Pix pictures and other Windows bitmaps, click *.bmp

For Kid Pix ColorMes, click *.clr

For Moopies, Stampimator, Digital Puppets and SlideShow projects that have been saved using the **Save for SlideShow** command, movies from the **Kid Pix Studio Deluxe** CD-ROM, or other Video for Windows files, click *.avi

For QuickTime movie files, click *.mov

- Click the name of the picture or movie you want to load.
- Click **OK**.

The dialog box will go away. In the Moving Van slide preview area, you'll see the picture or movie you selected.

Pick a Sound

Once you have loaded a picture into a Moving Van, you can add sounds to your slide. Using the Pick a Sound options, you can:

- Choose one of 16 prerecorded sounds by clicking an icon in the Pick a Sound dialog.
- Record your own sound (microphone required).
- Use a sound from the **Kid Pix Studio Deluxe** CD-ROM sounds library or a sound saved to your hard drive from another source by clicking the **More** button.
- Use sounds saved with Kid Pix pictures, like DrawMe instructions or sounds you recorded with your picture.
- Hear Typewriter text from your Kid Pix picture read aloud.

Note: If you loaded a movie, the **Pick a Sound** button will be grayed out. When the slide plays, you will hear whatever sound is part of the movie.



- Click the **Pick a Sound** button.
The **Pick a Sound** dialog box will appear.



- Click the icon for the sound you want.
- Click **Preview** to hear the sound you have selected.
- When you decide which sound you want, click **Select** to load the sound. You'll return to the SlideShow screen.



The hole in the note of the **Pick a Sound** button will now be filled to show that you have added a sound to that slide.

If the picture you selected to include in your SlideShow already had a sound recording, the empty note icon will automatically change to a filled note.

To record your own sound

You need a microphone for your computer to record sounds.



- Click the microphone icon.
The **Record a Sound** dialog box will appear.
- Click the **Record** button. Make noise.
- Click **Stop** when you are done. Click **Save** to save your recording.

To find more sounds:



- Click the **More...** icon to use sound files from the **Kid Pix Studio Deluxe** sound library, or other sources.
- The **Pick More Sounds** dialog box will appear.
- Select a sound to use from the **Kid Pix Studio Deluxe** sounds library, or select a sound from your hard drive.
- Click **Select** when you are done.

Macintosh Users: You can import AIFF and SSND format sound files.

Windows Users: You can import WAV format sound files.

To use Kid Pix picture sounds:



- Click the Kid Pix icon to hear the sound you saved with your picture when your SlideShow plays.

To hear Kid Pix Typewriter tool text:

If you typed text into your Kid Pix picture using the Typewriter tool, *and did not choose to the Paint Text to Background command*, you can hear your text read aloud in SlideShow.



- Click the **Hear Typewriter Text** button to hear your Typewriter tool text read aloud in SlideShow. The Pick a Voice dialog box will appear.
- Select a voice for the computer to use when reading text.

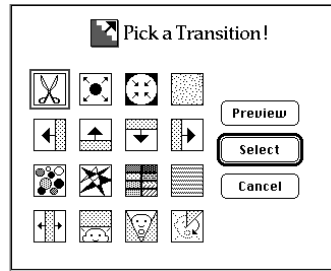


Pick a Transition

Transition means change. In SlideShow, a Transition effect is the way one slide changes into the next one. SlideShow will automatically use a “cut” Transition effect between slides, until you choose a different transition effect.



- Click the **Pick a Transition** button.
The **Pick a Transition** dialog box will appear.



- Click a Transition effect icon to select it.
- Click on the **Preview** button to see a demonstration of the effect.
- When you find the transition you want to use, click **Select**.



You will return to the SlideShow screen. The **Pick a Transition** icon will be colored in, to show you that a transition effect is loaded for the slide.

Time Slider

The Time Slider gives you control over the amount of time for each slide.

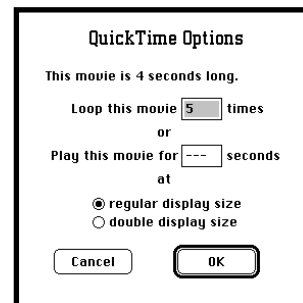
If the Moving Van contains a picture:

- The slider will show 3 seconds when you click it, unless the sound chosen for the Moving Van is longer. The Time Slider indicator will move to show how many seconds are needed for the whole sound to play.
- A slide can play anywhere from 0 seconds up to 30 seconds.
- You can change the length of time that any of your slides will play in your SlideShow by adjusting the Time Slider.

If the Moving Van contains a movie:

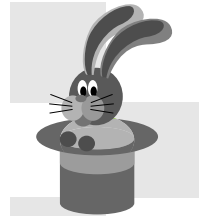
- The Time Slider bar will change into a film strip icon.
- Click on the film strip icon. The **Movie Options** dialog box will appear.
- Control the length of time the movie plays in your SlideShow by entering in the number of times you want the movie to loop.

Macintosh Users only: You can also enter the number of seconds you want the movie to play.



Macintosh QuickTime Options

- Make the movie bigger or keep it at its original size by selecting a display size.
- Click **OK** when you are done to save your selections.



The SlideShow Controls

At the bottom of the **SlideShow** screen, you'll see a Control Panel. With these controls, edit and play your SlideShow any way you like.



Undo Guy

If you change your mind about something, click the **Undo Guy**.



Firecracker

Unload a van by clicking it, then clicking the **Firecracker** tool.



Play

Click **Play** to make your SlideShow play through one time.



Play Looped

Click this looped arrow to play your **SlideShow** over and over.

Macintosh Users:

- Press the space bar to pause your SlideShow while it is playing.
- Double-click the mouse or press **Control + period** to exit a SlideShow while it is playing.
- Click once to jump to the next slide while the SlideShow is playing.

If you are playing a movie in one of your Moving Vans:

- Press the **Shift** key to slow down the movie.
- Press the **Command** key to speed up the movie.

Windows Users:

- Press the space bar to pause your SlideShow while it is playing.
- Double-click to exit a SlideShow while it is playing.
- Click once to jump to the next slide while it is playing.

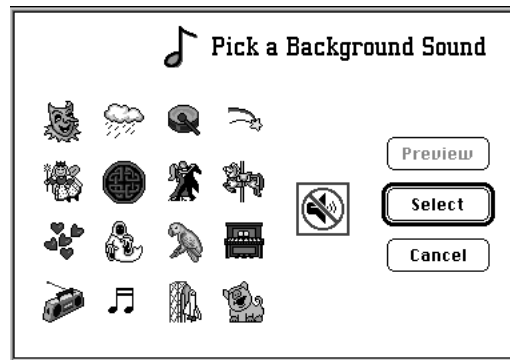
If you are playing a movie in one of your Moving Vans:

- Press the **Shift** key to slow down the movie.
- Press the **Ctrl** key to speed up the movie.

Background Sound (Macintosh only)

Macintosh Users: You can select a sound to play in the background while your SlideShow plays.

- Click the **Background Sound** button at the bottom of the screen.
- The **Pick a Background Sound** dialog box will appear.



- Click an icon to select it.
- Click **Preview** to hear the sound you selected.
- Click **Select** to add the selected sound to your SlideShow.
- To turn off the Background Sound, click the **No Sound** button, then click **Select**.



SlideShow Menus

For more about **SlideShow** menu commands, see chapter 4, “Kid Pix Studio Deluxe Menus,” on page 67.

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Kid Pix Studio Deluxe uses the standard Macintosh or Windows interface. In this chapter, we'll describe each menu and the commands listed in it. Not all menus or menu commands are listed in each **Kid Pix Studio Deluxe** project.



About Kid Pix Studio Deluxe (Kid Pix, SlideShow, and Wacky TV only)

See the names of the people who brought you **Kid Pix Studio Deluxe** and copyright information about the program.



Help

Choose **Help** for a quick introduction to each project.

Macintosh Users: These features are under the Apple menu.

Windows Users: These features can be found by clicking the Kid Pix Studio Deluxe icon in the upper left corner of the screen.

File menu



New

Choose **New** to start a new picture or project.

Open...

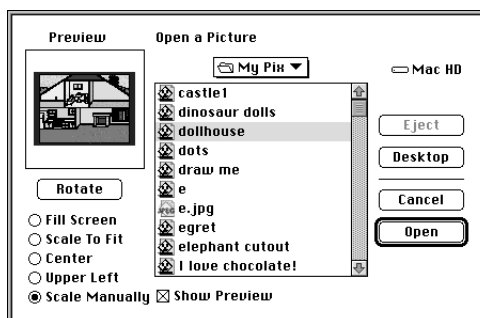
Open a Picture... (Kid Pix only)



Use the **Open a Picture** command to open saved Kid Pix pictures, or any PICT (for Macintosh) or BMP (for Windows) file.

- Select **Open a Picture**. The **Open a Picture** dialog box will appear.
- Click the name of the picture you want to open.

A preview of the picture will appear in the preview box on the left.



You will see a list of options for placing the picture you want to open in the Kid Pix drawing area.

- Click **Fill Screen** to make the picture you have selected fill the whole Kid Pix drawing area.
- Click **Scale to Fit** to make the picture you have selected fit into the drawing area.
- Click **Center** to put the picture you have selected in the middle of the drawing area.
- Click **Upper Left** to open the picture in the upper left corner of the drawing area.

Macintosh Users only: Click the **Rotate** button to turn the picture one quarter turn.

- Click **Open** when you have made your selections. The file you have selected will appear in the Kid Pix drawing area.



Open a Moopie, Stampimator, Digital Puppet or SlideShow

Open animation projects you have saved.

- Select **Open a (project name)**.
- The **Open a (project name)** dialog box will appear.
- Click the name of the project you want to open. A preview of the project will appear in the preview box on the left.
- Click **Open** when you have made your selections. The file you have selected will appear.

Save...



Kid Pix

- Select **Save a Picture** to create a PICT (Macintosh) or BMP (Windows) file that you can open in Kid Pix, import in Moopies, Stampimator, Digital Puppets, or load into SlideShow.

Type a name for your project.

Click **Save** to save the file. **Kid Pix** will save files to the "My Pix" folder on your hard drive unless you navigate to a different folder.



If you have added a sound to your Kid Pix picture either by recording a sound or by picking a DrawMe, you can save the sound when you save your picture.

- Click the **Save Sound with Picture** option before saving.

If you have used the **Wacky TV** to paste a movie into your Kid Pix picture, you can save the movie with the picture.

- Click the **Save Movie with Picture** option before saving.
- Click the **Create Custom Icon** option before saving.

Macintosh Users only: You can create a custom icon for your saved Kid Pix picture. This icon will show a little preview of your picture on the Desktop and in the Open dialog box, so you can tell what your picture looks like before opening it.



Moopies

- Select **Save a Moopie** to create a Moopies file that you can open and edit in Moopies.
- Select **Save for SlideShow** to save your Moopie as a digital movie file to add to a SlideShow project. You will not be able to make changes to a file saved for SlideShow.
- Select **Save as StandAlone** to save your Moopie as a self-running Moopie animation. You will not be able to make changes to a file saved as a StandAlone.



Stampimator

- Select **Save a Stampimation** to create a Stampimator file that you can open up and edit in Stampimator.
- Select **Save for SlideShow** to save your Stampimation as a digital movie file to add to a SlideShow project. You will not be able to make changes to a Stampimation saved for SlideShow.
- Select **Save as StandAlone** to save your Stampimation as a self-running Stampimator animation. You will not be able to make changes to a Stampimation saved as a StandAlone.

**Digital Puppets:**

- Select **Save a Puppet** to create a Digital Puppet file that you can open and edit in Digital Puppets.
- Select **Save for SlideShow** to save your Digital Puppet as a digital movie file to add to a SlideShow project. You will not be able to make changes to a Digital Puppets project saved for SlideShow.
- Select **Save as StandAlone** to save your Digital Puppet as a self-running Digital Puppets animation. You will not be able to make changes to a Digital Puppets project saved as a StandAlone.

**SlideShow:**

- Select **Save a SlideShow** to create a SlideShow file that you can open and edit in SlideShow.
- Select **Save as QuickTime** (Macintosh) or **Save an AVI** (Windows) to save your show as a digital movie file to add to a different SlideShow project. Use movies created with **SlideShow** in the Wacky TV.

Note: If you have loaded any movies into your SlideShow, it cannot be saved as a movie.

- Select **Save as StandAlone** to save your show as a self-running application that can be played on a compatible computer even without *Kid Pix Studio Deluxe*.

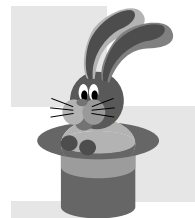
**Import a Graphic...****Kid Pix**

Use the **Import a Graphic** command to add pictures from other programs or other computer platforms to your Kid Pix picture.

- Select **Import a Graphic**. The **Import a Graphic** dialog box will appear.

Macintosh Users only: Select the file type you want to import: PICT (includes saved Kid Pix pictures), JPEG, or GIF.

Windows Users only: Select the file type you want to import to see the available files: BMP (includes saved Kid Pix pictures), JPEG, GIF or PCD (Photo CD pictures).



- Click the name of the picture you want to import. A preview of the picture will appear in the preview box on the left.
- Click **Fill Screen** to make the selected picture fill the whole Kid Pix drawing area. (The picture may get distorted.)
- Click **Scale to Fit** to make the selected picture fit into the drawing area without stretching.
- Click **Center** to put the selected picture in the middle of the drawing area at its original size.
- Click **Upper Left** to open the picture in the upper left corner of the drawing area at its original size.
- Click **Scale Manually** to import a graphic and resize it by hand.

If you selected Scale Manually:

To resize the graphic, move the cursor over one of the blue dots. It will turn into a ring of arrows. Click the dot and drag.

To move the graphic, move the cursor over the imported graphic until it turns into a hand. Click the picture and drag.

To paste the graphic into your Kid Pix picture, DO NOT use the **Paste** command. Instead, click any tool on the toolbar.

Click **Open** when you have made your selections. The file you have selected will appear in the Kid Pix drawing area.

Moopies, Stampimator, Digital Puppets

Use the **Import Picture** command to use pictures from Kid Pix, other programs or other computer platforms as backgrounds.

- Select **Import Picture**.

The **Import Picture** dialog box will appear.

Macintosh Users only: Select the file type you want to import: PICT (includes saved Kid Pix pictures), JPEG, or GIF.

Windows user only: Select the file type you want to import: BMP (includes saved Kid Pix pictures), JPEG, GIF or PCD (Photo CD pictures).

- Click the name of the picture you want to import. A preview of the picture will appear in the preview box on the left.

- Click **Fill Screen** to make the selected picture fill the whole Kid Pix drawing area. (The picture may get distorted.)
- Click **Scale to Fit** to make the selected picture fit into the drawing area without stretching.
- Click **Center** to put the selected picture in the middle of the drawing area at its original size.
- Click **Upper Left** to open the picture in the upper left corner of the drawing area at its original size.
- Click the **Rotate** button to give the picture a one-quarter turn.

Click **Open** when you have made your selections. The file you have selected will appear in the project drawing area.



Print (Kid Pix only)

Use the Print command to print your Kid Pix pictures. Send them to your grandparents and other people who love you.

- Select the Print command.

Macintosh Users: You have several print options.

- Select one of four sizes for your printed picture.
- Enter the number of copies you want to print.
- Click **OK** when you are ready to print.

Windows Users: Your Kid Pix picture will print automatically.



Printer Setup (Kid Pix Windows only)

Use Printer Setup to choose a printer.

Macintosh Users: The Macintosh operating system will handle your printer setup for you.

If you would like to change the automatic settings, click the **Manual** button in the Print dialog. The settings you choose will remain in effect until you quit and restart **Kid Pix Studio Deluxe**.

Windows Users: Use the **Printer Setup** command to select your printer.



Export a Graphic

Use the **Export a Graphic** menu command when you want to save a Kid Pix picture for use with a different computer program or on a different computer platform.

For example, if you created a Kid Pix picture on a Macintosh, and want to open it on a Windows computer, export the picture as a GIF or JPEG file on one computer and open it on the other computer.

You can also use JPEG format files with most Web page applications.

- Select **Export a Graphic**.

The **Export a Graphic** dialog box will appear.

- Type the name that you want to give to the file.
- Select the file format you want to create from the pull-down menu at the bottom of the dialog box.
- Click **Export**. The file will be created for you.



Return to Picker

Choose this to go back to the **Picker** screen where you can either pick a new project or quit *Kid Pix Studio Deluxe*.



Edit Menu

(Kid Pix, Moopies, Stampimator and SlideShow)



Undo

Select **Undo** to make the last thing you did go away.



Cut

Select **Cut** to remove a selection from your project. The selection moves to the Clipboard. Use **Paste** to bring the selection back.

Kid Pix, Moopies, Stampimator only: Use the Moving Van tool's Magnet option to select a section of your drawing to cut.



Copy

Select the area or item you want to copy. Click **Copy** to paste that section to the Clipboard.

Kid Pix, Moopies, Stampimator only: Use the Moving Van tool's Magnet option to select a section of your drawing to cut.

Macintosh Users: Press the **Option** key to move a copy of any Moving Van selection.

Windows Users: Press the **Ctrl** key to move a copy of any Moving Van selection.



Paste

Use the Paste command to stick a selection into your drawing.

Click **Paste**. The cursor will turn into a hand and the selection you want to paste will appear in the drawing area..

Use your mouse to move the section where you want it. Click the mouse button, and your selection will be stuck in place.



Clear

Use the **Clear** command to remove a selection from your project.

Clear does not put your selection on the Clipboard to be used later—it just makes it go away.

Toolbox Menu

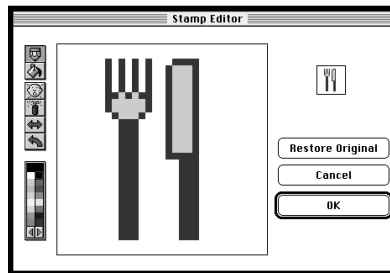


Edit a Stamp (Kid Pix)

Choose this command to make changes to a Rubber Stamp.

- Select the **Rubber Stamp** tool.
- Click on the Rubber Stamp you want to change.
- Double-click the Rubber Stamp in the options tray, or choose **Edit a Stamp** from the **Toolbox** menu.

You'll see a bigger version of the stamp you selected in the editing area. An actual-size preview of the stamp is shown on the right. The stamp editing tool palette and a color palette are along the left side of the Stamp Editor dialog box.



There are some special tools available only in the Stamp Editor:



Rotate

Choose the **Rotate** tool to turn your stamp 90 degrees.



Flip

Choose the **Flip** tool to flip your stamp from left to right.

Restore (Original)

Choose **Restore** to get the original stamp back.

Cancel

Click **Cancel** to return to Kid Pix without saving changes you made to the stamp.

OK

When you're finished making changes, click **OK**.



Edit a Stamp (Moopies, Stampimator)

Choose this command to make changes to your Animated Rubber Stamps.

- Select the **Animated Rubber Stamps** tool.
- Click on the stamp you want to change.
- Double-click the stamp you selected in the options tray, or choose **Edit a Stamp** from the **Goodies** menu.

The Animated Stamp Editor dialog box will appear. In the **Animated Stamp Editor**, you can change all four frames or steps of the animation of any Animated Stamp.



You'll see a bigger version of the stamp you selected in the editing area. An actual-size preview of the stamp is shown on the right. The stamp editing tool palette and a color palette are along the left. Across the top of the screen are each of the four frames of the Animated Stamp.

To edit an Animated Rubber Stamp:

Once you have selected a stamp to edit, and opened the Animated Stamp Editor dialog box, follow these steps.

- Click one of the miniature pictures along the top. You will see the frame you selected in the larger work area.



The following tools are available in the Animated Stamp Editor:



Eyedropper

Click the **Eyedropper** tool to grab any color you want to choose from the current stamp. The color you click will appear instantly in the selected color box.



Snapshot

Takes a picture of the highlighted frame.

Use this button to make a copy of one frame of an Animated Stamp to paste into another frame.



Paste

Click **Paste** to paste a frame that you have copied using the Snapshot button.

Note: Edits of regular Rubber Stamps made in the Animated Stamp Editor cannot be saved.



Alphabet Text (Kid Pix only)

Enter new letters, numbers, or symbols to paint with the Wacky Brush Alphabet Text option.

- Type the new letters, numbers, or symbols in the box.
- Click **OK**.



Turn Tool Sounds Off/On (Kid Pix, Moopies, Stampimator, Digital Puppets, and SlideShow)

Kid Pix Studio Deluxe tools make sounds while you work with them. Even the colors make sounds when you click to select them.

To turn the tool sounds off, click **Turn Tool Sounds Off**, located under the **Toolbox** menu. The sounds will stop, until you click **Turn Tool Sounds On** again.



Switch to Spanish/ Cambiar al inglés

(Kid Pix only)

Switch between English and Spanish Talking Alphabet Stamps, menus and Help text.

- Select **Switch to Spanish** to switch menu items and dialog boxes to Spanish from English.
- Select **Cambiar al inglés** to switch menu items and dialog boxes to English from Spanish.



Paint Text to Background

(Kid Pix only)

Select **Paint Text to Background** to make Text Boxes part of your Kid Pix picture.

You will see two options:

Paint Active Text Box Only, which paints only the Active Text Box (the one with red dots in the corners).

Paint All Text Boxes, which paints all the Text Boxes in your picture.

Once text has been painted into the Kid Pix picture, you can use any Kid Pix tool on it. It can no longer be clicked on to make changes using the keyboard, and cannot be read out loud by the **Speech** menu options after it has been painted to the background.



Goodies Menu



Small Kids Mode/Show Menus

(Kid Pix Studio Deluxe Picker Screen only)

Parents and Teachers: Selecting **Small Kids Mode** prevents kids from accessing the hard drive when in each of the six *Kid Pix Studio Deluxe* projects by turning off selected menu bar commands.

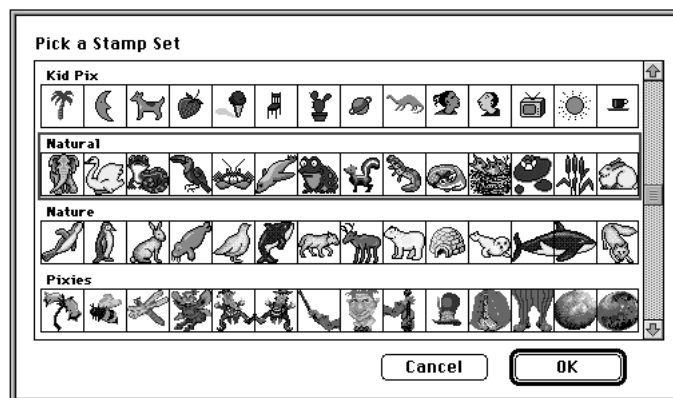


Pick a Stamp Set (Kid Pix)

Rubber Stamps come in sets of 112. Choose **Pick a Stamp Set** to change the set of Rubber Stamps available in the Rubber Stamp tool options trays. See chapter 6 on page 105, All About Rubber Stamps, for a listing of all the Rubber Stamps available in *Kid Pix Studio Deluxe*.

- Choose **Pick a Stamp Set**.

The **Pick a Stamp Set** dialog box will appear, showing all the stamp sets that you have to choose from.



- Scroll through the sets by clicking the arrows on the right.
- Highlight the stamp set you'd like to use in Kid Pix by clicking it with the mouse, or use the arrow keys to move the highlight up and down the list.
- Click **OK** to swap in the new Stamp Set, or **Cancel** to keep the Stamp Set you have been using.



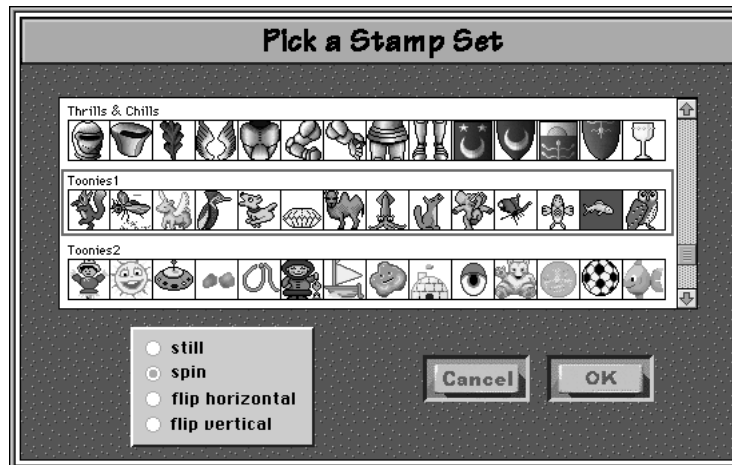
Pick a Stamp Set

(Moopies and Stampimator)

Choose **Pick a Stamp Set** to change the set of Animated Rubber Stamps available in the Animated Rubber Stamps Tool Options trays.

- Choose **Pick a Stamp Set**.

The Pick a Stamp Set dialog box will appear, showing all the stamp sets that you have to choose from.



- Scroll through the sets by clicking arrows on the right.
- Highlight the stamp set you'd like to use by clicking it with the mouse, or use the arrow keys to move the highlight up and down.

If you pick a regular set of Rubber Stamps into **Moopies** or **Stampimator**, you can control the way the stamps will animate.

still: Stamps won't move.

spin: Stamps rotate in four clock-wise turns.

flip horizontal: Stamps flip left and right.


flip vertical: Stamps flip top to bottom.

- Click one of the buttons in the lower left corner that tells your stamp how to move. If you don't choose a motion command, your stamp will automatically spin.
- Click **OK** to use the Stamp Set you selected, or **Cancel** to keep the Stamp Set you have been using.



Pick Hidden Pictures (Kid Pix only)

Hidden Pictures are pictures that you create by *undrawing*, using the Hidden Pictures eraser tool. Click the Mystery option in the Eraser Tool Options tray, then start scrubbing. Each time you click the Mystery tool, a different Hidden Picture from the set can be revealed.

- Click on  again to change the Hidden Picture.

Macintosh Users: The Hidden Pictures sets are: Celebrations, City, Home, Nature, Original, Thrills & Chills and Wonderland.

Windows Users: The Hidden Pictures sets are: Home, MishMash, Nature, Original, Party, Thrills and Transit.

To pick a set of Hidden Pictures:

- Choose **Pick Hidden Pictures**.

Macintosh Users: A menu will appear, showing all the Hidden Pictures sets that you have to choose from. Let go of the mouse when the set of Hidden Pictures that you want is highlighted.

Windows Users: The Pick Hidden Pictures dialog box will appear.

- Scroll through the sets by clicking the up and down arrows.
- Select a set by clicking with the mouse.
- Click **OK** when you have selected the set you want.



Pick a DrawMe (Kid Pix only)

DrawMes are hundreds of different suggestions that give you ideas for creative drawings.

- Choose **Pick a DrawMe**. You'll hear and see phrases that describe a suggestion for a drawing.

You can draw anything you wish. No rules, no wrong answers. And if you don't like the DrawMe you get, try again!

You can erase the words from the screen with a Kid Pix eraser. If not, they become part of your picture.

- Click the **Save Sound with Picture** option in the **Save a Picture** dialog box if you want to save the DrawMe directions. The DrawMe sound will play every time you open your picture.





Pick a Sound

(Moopies, Stampimator, Digital Puppets)

Choose **Pick a Sound** to add music or sounds to your project.



- Click the arrows on either side of the preview bar to check out the wide variety of choices.
- Click a sound icon to select it.

The name of the sound will appear in the name plate in the middle of the dialog box, below the icons.

To import a sound:

- Choose **import sound** to use a sound file from another source.
- Select the sound you want to import.

Macintosh Users: You can import AIFF and SSND format sound files.

Windows Users: You can import WAV format sound files.

An icon will appear in the **Pick a Sound** dialog box sound icons preview bar.

To record your own sound:

- Choose **record a sound** to record your own sounds or music. You must have a microphone for your computer to record a sound.
- Give the sound a name and an icon will appear in the sound icons bar.

When you record or import a sound, an icon is added to the **Pick a Sound** library. This way, if you add a sound in Stampimator, you can use it in Moopies by clicking its icon in the **Pick a Sound** dialog.



Firecracker

- Highlight the icon you want to remove.
- Click the **Firecracker** button.

To preview your sound selection:

- Click **preview sound** to hear the sound you have selected.

To control when your sound plays:

Select one of the three options in the box at the right side of the window to control how often you would like the sound to play during your animated project.

play once means the sound will play through only one time.

all the time means the sound will repeat over and over.

hardly ever means the sound will play off and on.

To add sound to your project:

- When you've selected the sound you want for your project, click **OK** to start work on your creation.



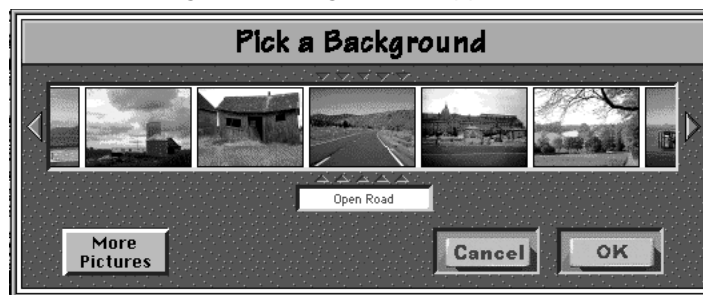
Pick a Background

(Moopies, Stampimator, Digital Puppets)

The **Pick a Background** command is the way to choose from almost one hundred ready-made backgrounds for your animation projects.

- Select the **Pick a Background** command.

The Pick a Background dialog box will appear.



- Click the arrows on either side of the preview bar to check out the wide variety of choices.
- Select the background for your project by clicking the icon.
- For more options, click the More Pictures button to import background from the *Kid Pix Studio Deluxe* CD-ROM, or other sources.
- Click **OK** to add the background to your project.



Play Once (SlideShow only)

Start your SlideShow by clicking on the **Play Once** command. It will play through once from beginning to end.



Play Looped (SlideShow only)

Click on the **Play Looped** command to play your project in a continuous loop. It will play through over and over again, until you double-click to stop it.



Clean Up (SlideShow only)

When editing your project, you may move things around in such a way that you end up leaving one or more of the moving vans empty.

If you play your SlideShow with the empty vans in place, the program will skip over the empty frames so that the sequence of your presentation will not be interrupted.

- Select **Clean Up** to remove empty Moving Vans from your project.



Pick a Background Color (SlideShow only)

You can pick a background color to use when elements of your SlideShow are smaller than the entire screen.



Turn Manual Advance On/Off (SlideShow only)

If you want to move through the slides in your SlideShow one at a time, you can turn on Manual Advance.

- Select the **Turn Manual Advance On** menu command to move through your slides by clicking with the mouse.
- Select **Turn Manual Advance Off** to let your SlideShow play.



Play Sound/Stop Sound

(Moopies, Stampimator, Digital Puppets)



- Choose **Stop Sound** to turn off the music or sound that you have added to your animated project.
- Choose the **Play Sound** command to turn the tunes back on.

Macintosh Users: In **Kid Pix**, when playing an attached sound, hold down the **Control** key to lower the sound one octave. Hold down the **Option** key to raise the sound one octave.



Pick a Puppet (Digital Puppets only)

Choose **Pick a Puppet** to select a different character.

- Select the **Pick a Puppet** command.
The Pick a Puppet dialog box will appear.



- Click either one of the preview bar arrows to see all ten puppets.
- When you've selected the puppet you want for your project, click **OK** to start work on your creation.

If you have already recorded movements for one puppet, your new puppet will move to the recorded movements for the previous when you click the **Play** button.





Pick a ColorMe (Kid Pix only)

If you like coloring books, you'll love ColorMes. ColorMes are black and white drawings that were made for **Kid Pix**. Color them in on screen, or print them out and color them by hand.

- Choose **Pick a ColorMe** and a list of ColorMe libraries will appear on the screen. Click one and click **OK** to open it.
- Select a ColorMe picture and open it by double-clicking its name or clicking **Open**. The ColorMe you have chosen will be displayed.
- Use the **Kid Pix** tools to color your picture.

Save your picture by selecting **Save a Picture** from the **File** menu, and then type in a name for the drawing.

Don't worry, you can never color over the original ColorMe pictures. The next time you want to use that ColorMe, you'll find it is still waiting for you in the Pick a Color Me dialog box, ready to be used over and over again.



Pick a Movie (Kid Pix only)

Use the **Wacky TV** in **Kid Pix** to paste a movie into a Kid Pix picture.

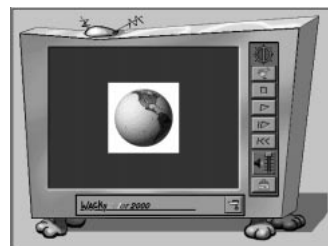
- Click **Pick a Movie**.

The Wacky TV will appear over your Kid Pix picture. The Pick a Movie dialog box will appear over the Wacky TV.

- Select a movie using the **Pick a Movie** dialog box.

You can use movies on the **Kid Pix Studio Deluxe** CD-ROM, any project you have saved for SlideShow, or even digital movies from other sources.

- Click the **Paste Jar** at the bottom of the toolbar to paste the movie into your Kid Pix picture.





A picture of your movie will appear over your Kid Pix picture.

- When you have the movie where you want it, click once to paste it into your picture.

Use the Kid Pix tools to paint around the movie to make it look like part of your picture.



Play Movie (Kid Pix only)

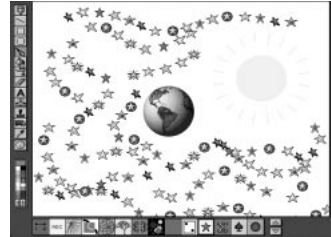
Use this command to play a movie you have pasted into your picture

- Click **Play Movie**.

The movie will play in your Kid

Pix picture. If you have drawn over or erased the first frame of the movie, it will be restored when the movie plays.

- To save your Kid Pix picture so that the movie can be played again the next time you open your picture, click **Save QuickTime Movie with Picture** in the **Save a Picture** dialog box.



Record Sound

Use **Record Sound** to add sounds to your Kid Pix picture.

- Select the **Record Sound** command to create a sound to go with your Kid Pix picture. The sound recording dialog box will appear.

You must have a microphone for your computer to record sound.

- Click Record, and make some noise. Click Stop to end the recording. Click Save to add your sound to your picture. Click Cancel to go back to Kid Pix without adding the sound you recorded.



Play Sound

Use **Play Sound** to hear the sound you added to your Kid Pix picture.

- Select **Play Sound** to play the sounds attached to pictures.
- DrawMes and some ColorMes can be saved with sound. Select **Play Sound** to hear the sound attached to these pictures.



Pick More Pictures

Use **Pick More Pictures** to add graphics to your picture.

- Select the **Pick More Pictures** command. The **Pick More Pictures** dialog box will appear.
- Double-click one of the four folders to open it.

Backgrounds (Windows: Backgrnd) contains more background pictures like those in the Pick a Background dialog box. The backgrounds in this folder all have a blue border.

Clip Art (Windows: Clipart) contains a variety of smaller images, like pictures of historical figures and scenery, drawings of animals, decorative elements, and flags.

Cutouts contains arts and crafts projects like paper dolls, masks, hats and finger puppets that you can either color in with Kid Pix and print out to play with, or print out and then color by hand.

Maps contains scale maps of all the countries in the world and all 50 of the United States.

- Double-click a file name to open it or click **Open**. The picture you selected will appear in your Kid Pix picture.



Speech Menu (Kid Pix only)

Kid Pix can read aloud any text typed with the Typewriter tool using the **Speech** menu options.



Read Text Aloud

Use the **Typewriter** tool to hear the text in your picture read aloud. See page 15 for instructions for adding text using the keyboard.

- Select **Read Text Aloud**.
- If you have more than one Text Box in your picture, the boxes will be read in order from top left to bottom right.



Pick a Voice

Choose a voice for the computer to use for speaking.

- Select **Pick a Voice**.
The **Pick a Voice** dialog box will appear, with a pop-up list of names. Each of these names is a voice character. Click one.
- Click **Preview** to hear how the voice sounds.
- Click **OK** when you have selected the voice you want to use.



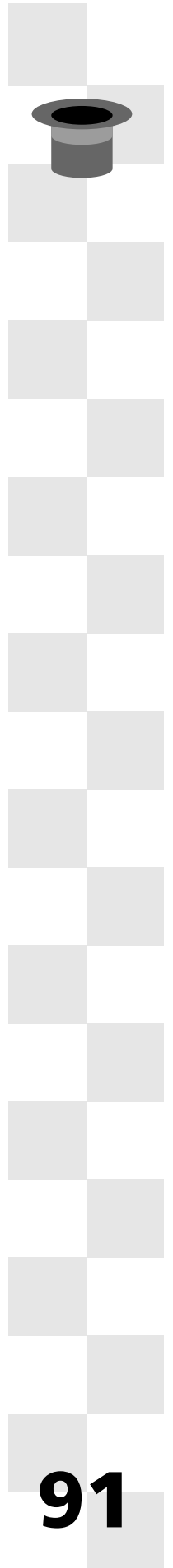
How to Pronounce...

Tell the computer how you want it to pronounce specific words.

- Select **How to Pronounce**.
- The **How to Pronounce** dialog box will appear.

Type the Word (30 characters)	Hear Original
cough	Preview
Type How to Pronounce It	Cancel
koff	OK

- Type the text that you want to have the computer pronounce in a new way in the **Type the Word** text box.
- Type the phonetic spelling of the way you want the word pronounced in the **How to Pronounce** text box. For example, the letters "ph" sound like "f," so the phonetic spelling of "telephone" would be "telefone."
- Click **Hear Original** to hear the word pronounced the way it is originally spelled.
- Click **Preview** to hear your text pronounced according to the phonetic spelling you have typed in the **How to Pronounce** text box.
- Click **OK** when you have finished, or click **Cancel** to return to Kid Pix without saving your changes.







Chapter 5

Wacky Brushes and Electric Mixers

Kid Pix Wacky Brushes: Tray 1



Leaky Pen



Fuzzer



Zig-Zag



Magnifying Glass



Dots



Spray Paint



Bubbly



Pine Needles



Pies



3-D



Echoes



Kaleidoscope



Northern Lights



Drippy Paint

Kid Pix Wacky Brushes: Tray 2



Connect-the-Dots



Splatter Paint



Alphabet Text



The Looper



Swirl



Roll-the-Dice



Invert



Galaxy



Geometry



Tic-Tac-Toe



Fractal Trees



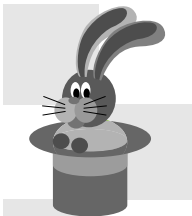
Deck of Cards



Caterpillars



Shapes



Kid Pix Wacky Brushes: Tray 3



Bugs



Pyramid



Metroline



Bounce



Hands



Gel



No!



Rings



Mathmagics



Balls



Buttons and Bows



Pompom



Spirals



Origami

Kid Pix Wacky Brushes: Tray 4



Bricks



Window Box



Log Cabin



Pine Tree



Glass Panel



Mountains



Glass Brick



Sun



French Door



Moon



Wooden Door



Clouds



Roof



Rainbow



Kid Pix Wacky Brushes: Tray 5 (Macintosh only)



Star



Heart



Plane



Hat



Worm



Block



Book



Mirror



Hat



Snake



Globe



Stamp



Chair



Lightbulb

**Kid Pix Wacky Brushes: Tray 6
(Macintosh only)**



Animals Frame



Antique Scroll



Disguise



Open Window



Roll of Film



Square Bubble



Music



Wow! Bubble



Photo Album



Idea Bubble



Dotty Frame



Speech Bubble



Where's the Point?



Thought Bubble

Kid Pix Electric Mixers: Tray 1



Night and Day



Splatter



Checkerboard



Wallpaper



Venetian Blinds



The Outliner



Shadow Boxes



Zoom In



Broken Glass



Picture in a Picture



The Highlighter



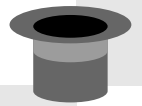
Pattern Maker



Wrap Around



Snowflakes and Raindrops



Kid Pix Electric Mixers: Tray 2



Flip Side to Side



Coloring Book



Flip Top to Bottom



Newspaper



Spin



Soften



Wash Out



Picture Flower



Wacky Colors



Quilt



Wave



Warp and Woof



Picture Shrinker



Spread



Moopies and Stampinator Wacky Brushes: Tray 1



Itch and Scratch



Twinkle, Twinkle



Moving Lights



Subway



Pompom



Dancing Trees



Pyramid



Color Coins



Pulsar



Dog Bones



Confetti



Stripes



Dancing Disks



Neon Tube

Moopies and Stampinator Wacky Brushes: Tray 2



Flames



Wild Strings



Bead Snake



Tic-Tac-Toe



Fantail



Patchwork



String of Beads



Triangle Toss



String of Fluffs



Spiral Swoop



Chunky



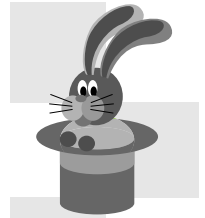
Letters



Rain Rows



Mystery



Moopies Electric Mixers



Day and Night



Strobelight



Rain Shower



Throbber



Slip and Slide



Pattern Maker



Splash Dance



Flip Up and Down



Flip Side to Side



Halo



Fade Away



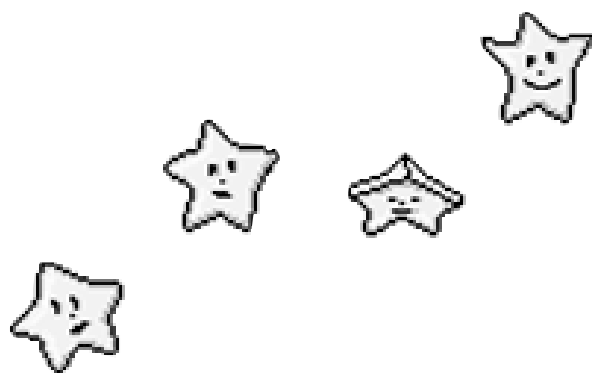
Zap!



Up Close



Stop It!





Chapter 6

All About Rubber Stamps

In **Kid Pix Studio Deluxe**, there are 2016 Rubber Stamps and 336 Animated Rubber Stamps. On the following pages, all the Rubber Stamps and Animated Rubber Stamps that **Kid Pix Studio Deluxe** includes are shown by set.

- When you use the Rubber Stamp tool in Kid Pix, you get a static stamp, one that doesn't move. You can edit this stamp in the Stamp Editor.

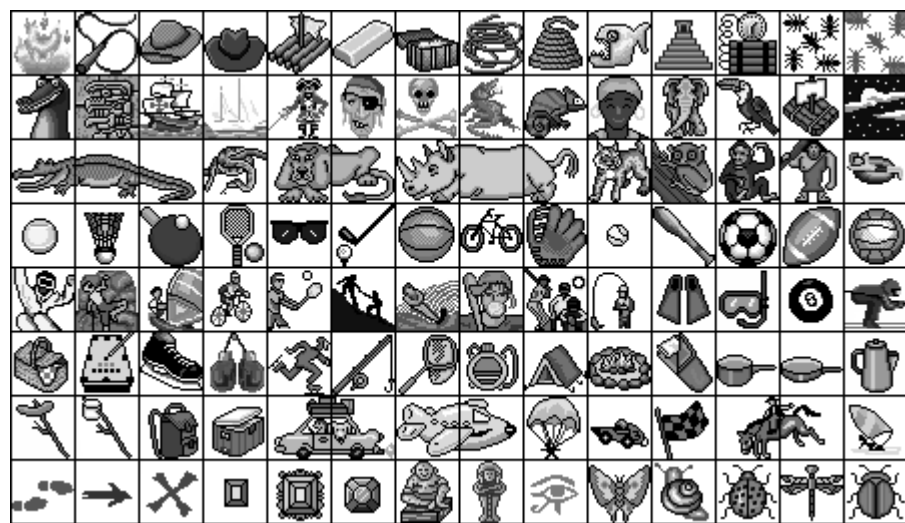
With the addition of animation in **Kid Pix Studio**, the Animated Stamp was born: a four-frame animation, made up of four separate stamps that work together as a mini-animation for stamping in **Moopies** and **Stampimator**.

- When you use the Rubber Stamp tool in Moopies or Stampimator, you get an Animated Rubber Stamp. You can edit this stamp in the Animated Stamp Editor.
- If you swap a set of static Rubber Stamps into Moopies or Stampimator, you can animate the stamps automatically by choosing from preset animated effects.
- Changes made to regular Rubber Stamps in the Animated Stamp Editor cannot be saved.

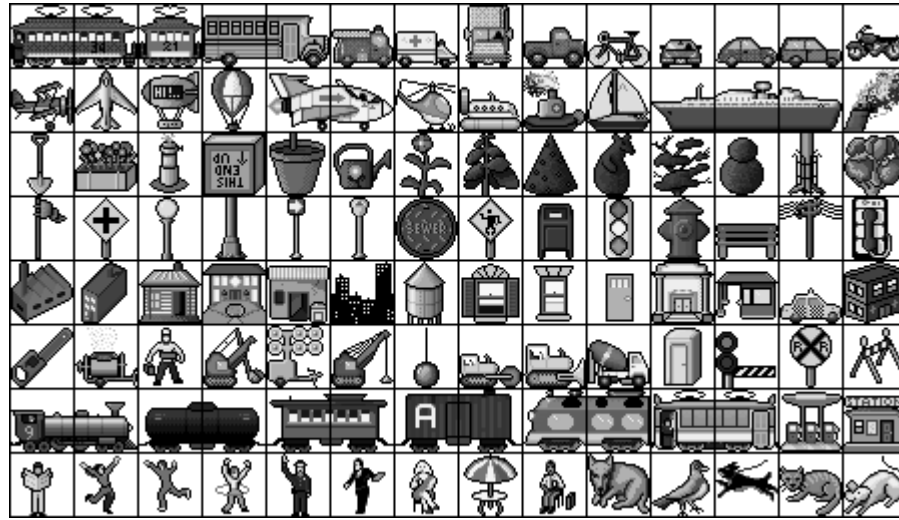
Macintosh Users: All **Kid Pix Studio Deluxe** compatible stamps file names start with "My Stamps-" followed by the name of the individual set. **Kid Pix Studio Deluxe** can only use stamps with this prefix. All stamps will be installed into one place on your hard drive. If you relocate the stamps, **Kid Pix Studio Deluxe** will not be able to find them for swapping.

To make a custom set of Rubber Stamps:

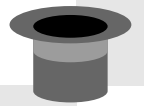
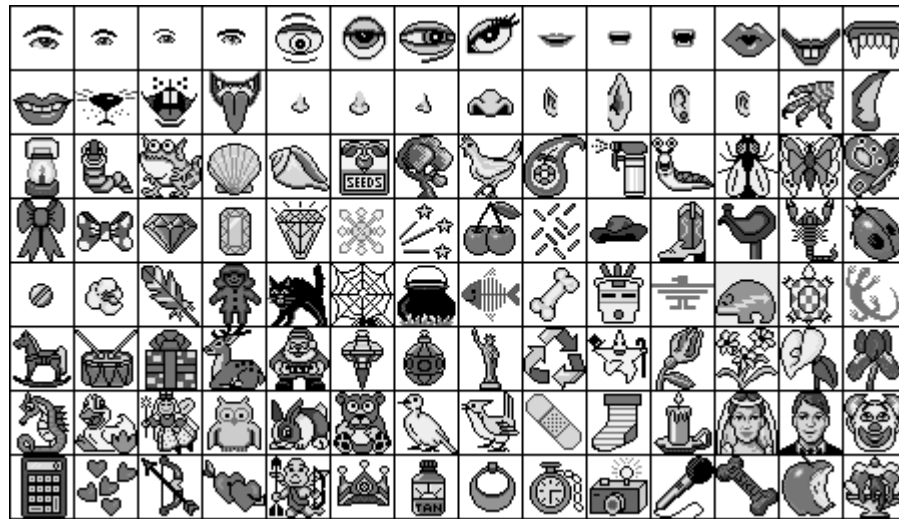
- On the Desktop, click a "My Stamps-" file in the Kid Pix Studio Deluxe folder to highlight it, and select **Duplicate** under the File menu.
- Rename the copy you created, making sure to keep the "My Stamps-" at the beginning of the file name.
- Use **Pick a Stamp Set** to use the stamps file you created. Edit the stamps as you wish. Remember: if you choose **Restore**, the original stamp will show.



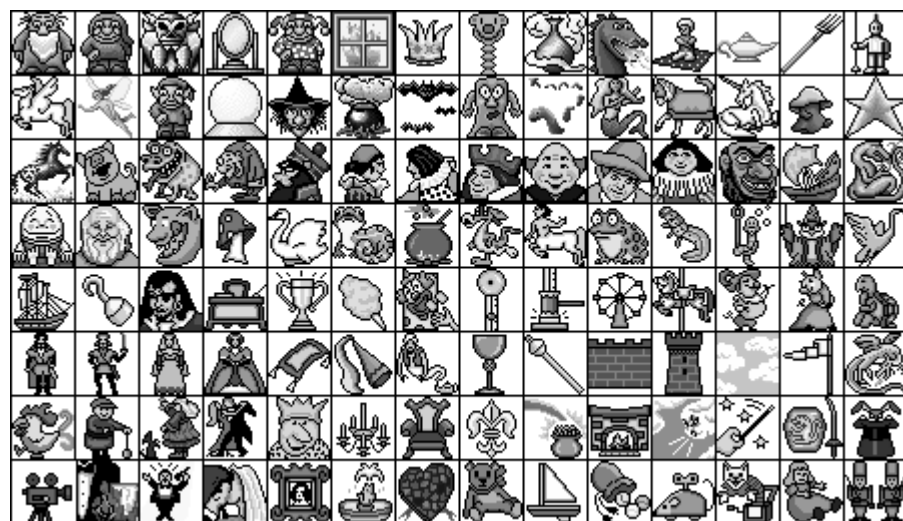
City



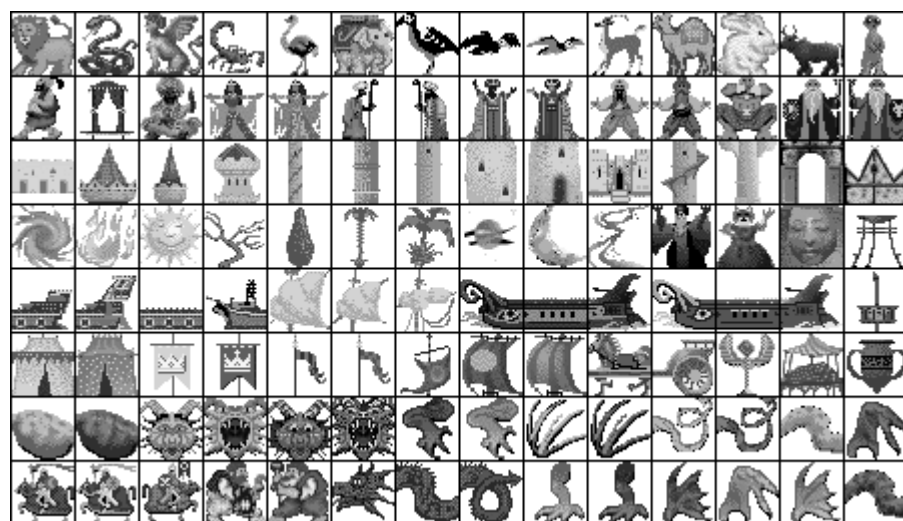
Cutouts



Fantasy

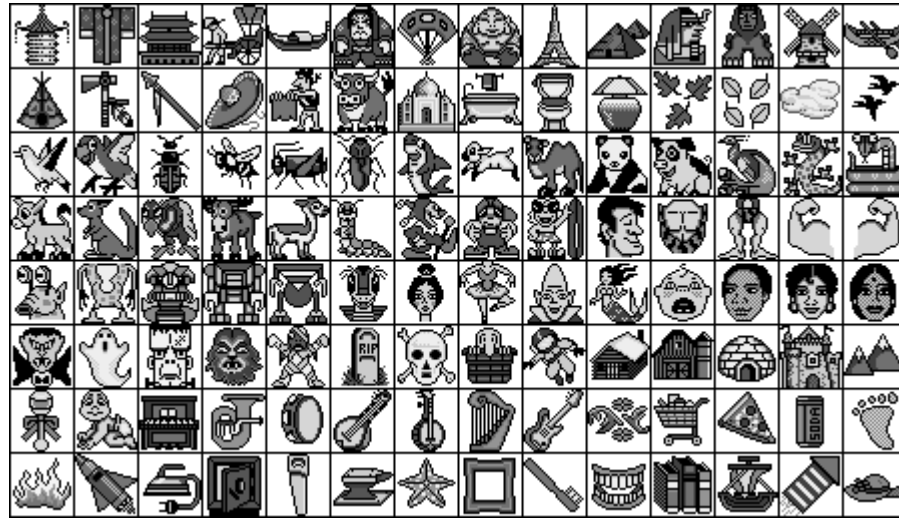


Genies

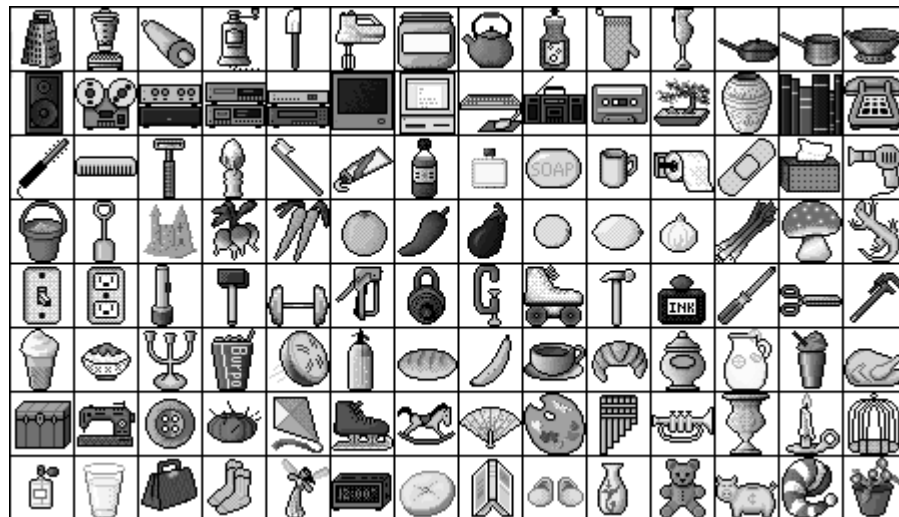




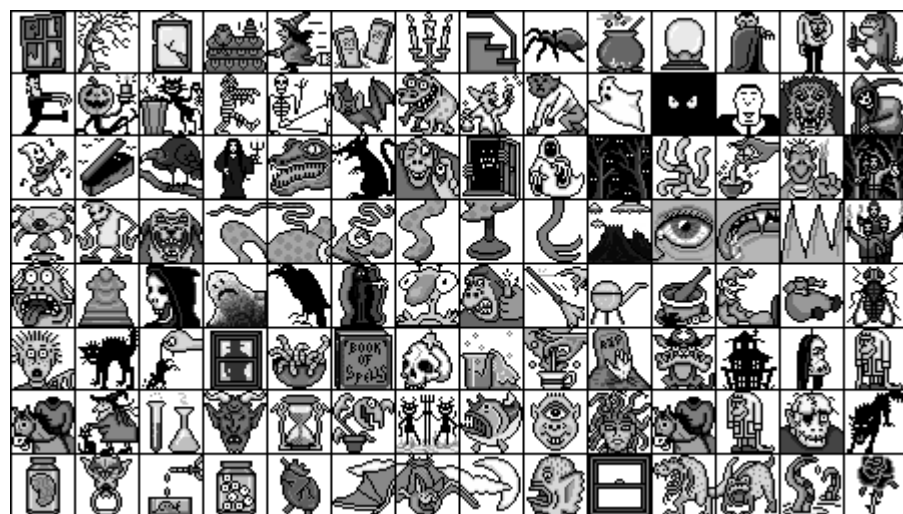
Hodgepodge/Jumble



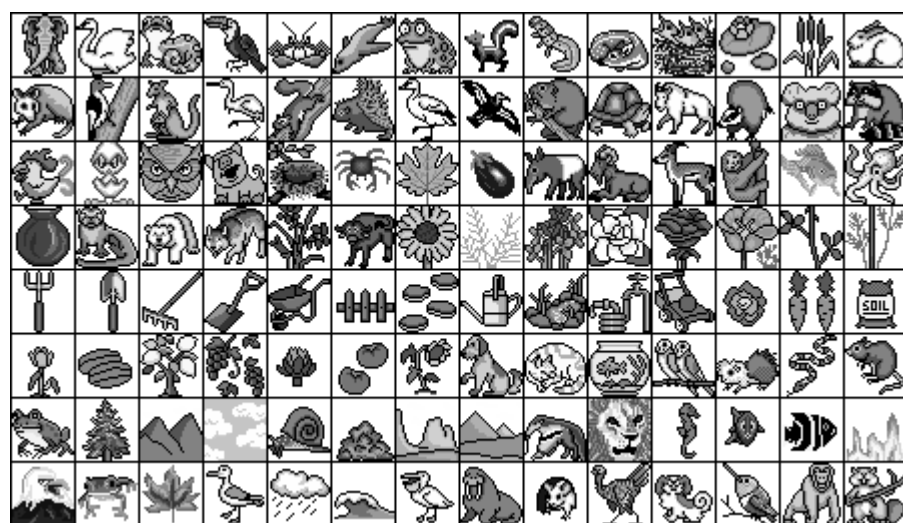
Home



Horrific

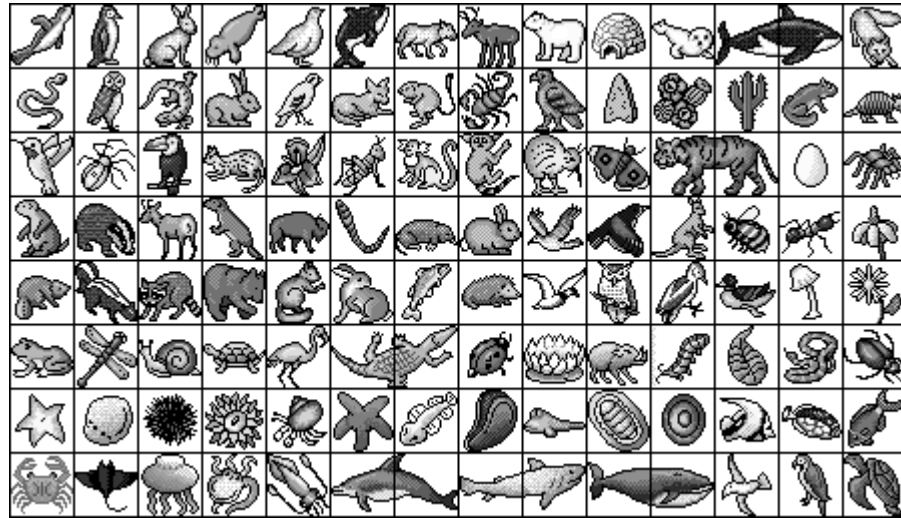


Natural

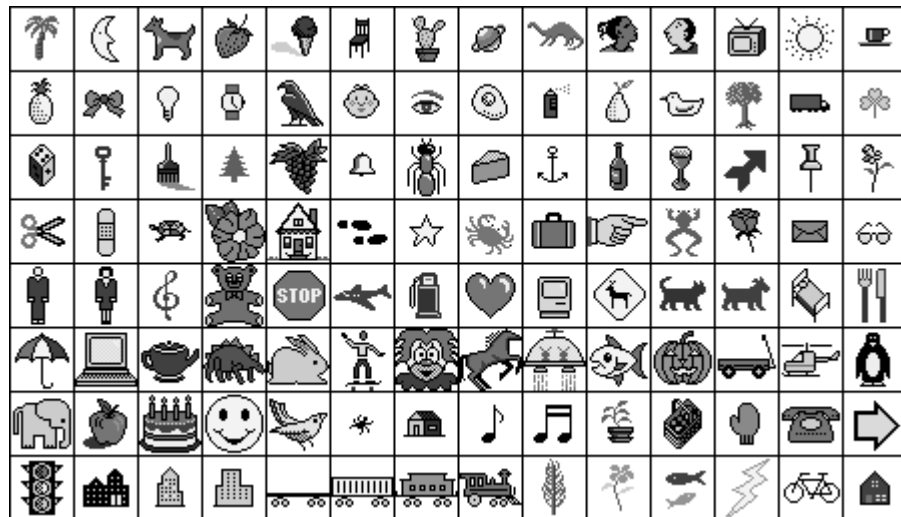




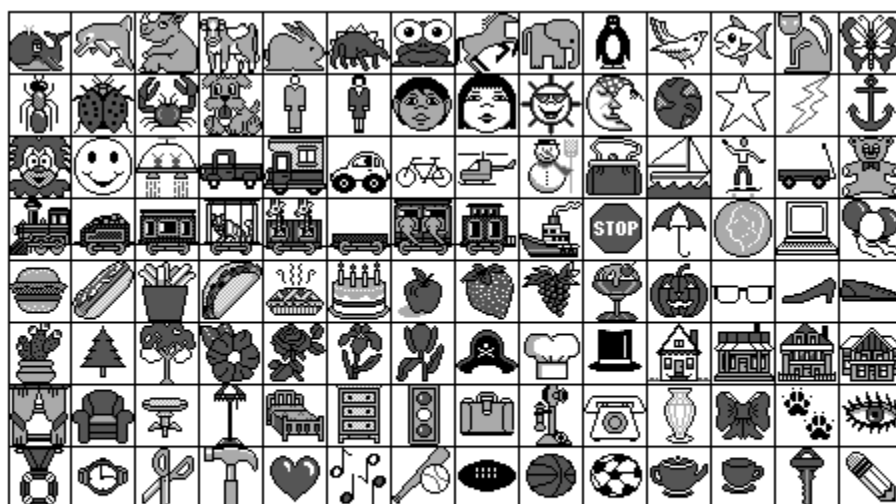
Nature



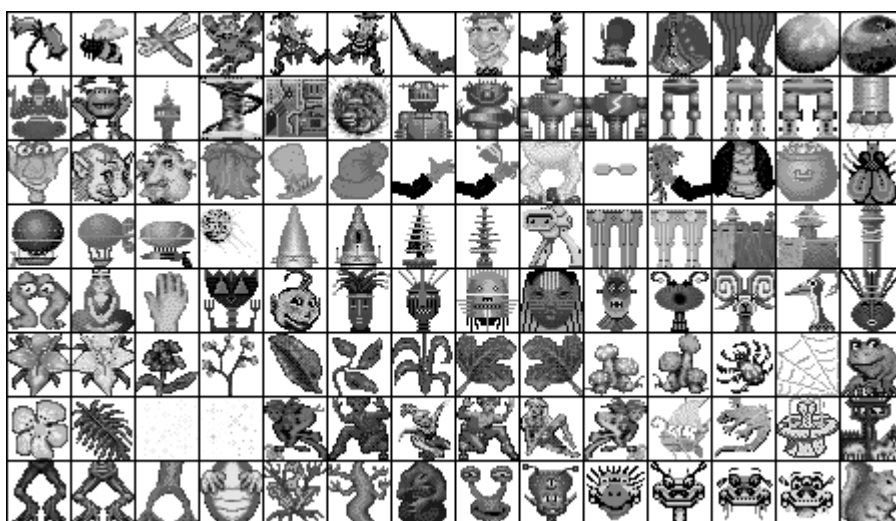
Original Kid Pix (Macintosh)



Original Kid Pix (Windows)



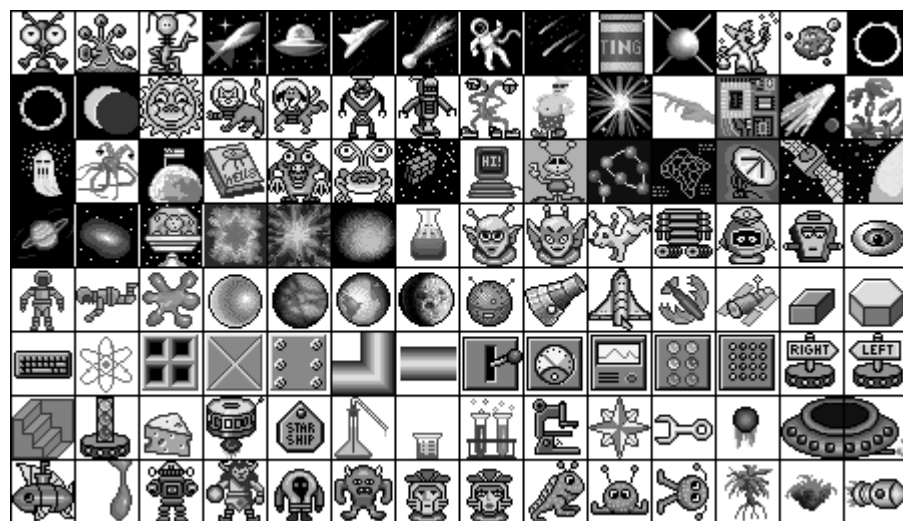
Pixies



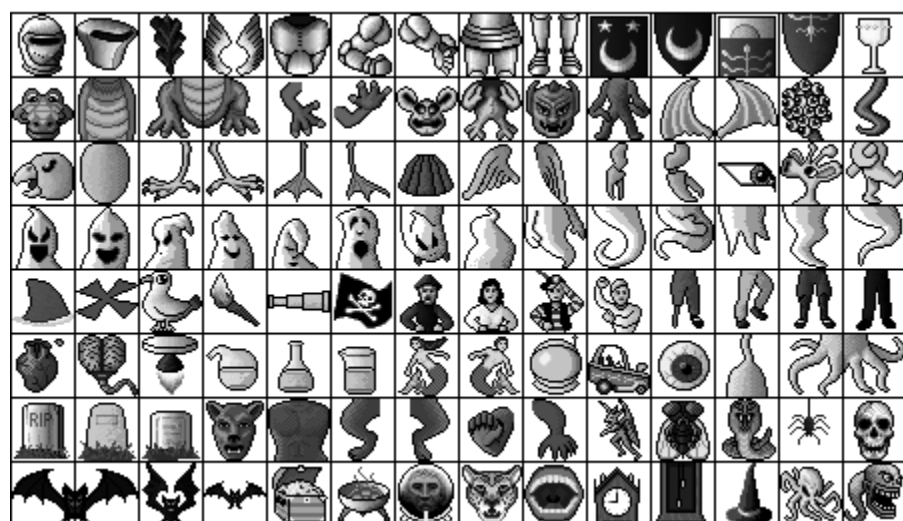
A 10x10 grid of 100 small, stylized black and white illustrations. Each cell contains a unique, simplified drawing of a different object or scene. The subjects are diverse, ranging from animals (like a dog, elephant, and penguin) and food (like a cup of coffee, grapes, and a pizza) to buildings (like the Eiffel Tower, Big Ben, and the Leaning Tower of Pisa), people (like a man with a mustache, a woman, and a person in a hat), and various other objects (like a car, a boat, a teapot, and a camera). The style is minimalist and graphic, using solid black shapes and white space to create recognizable forms.

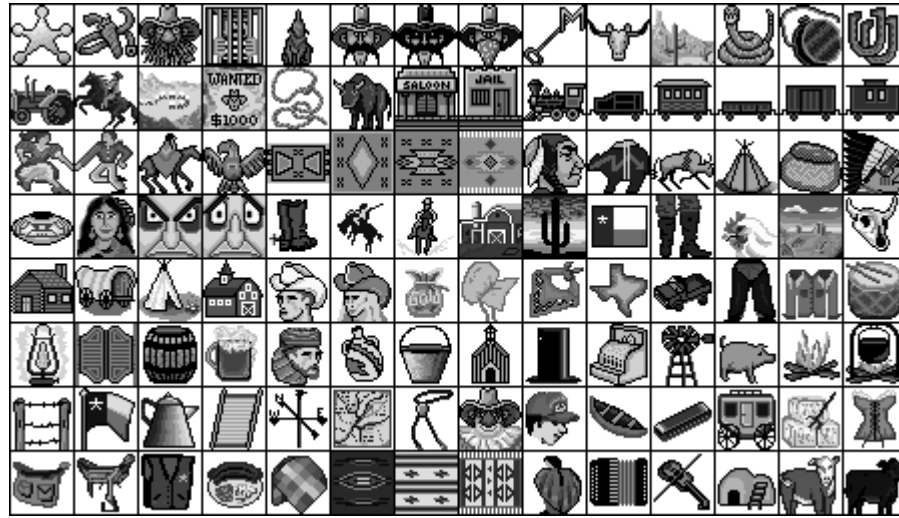
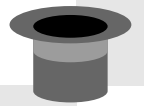
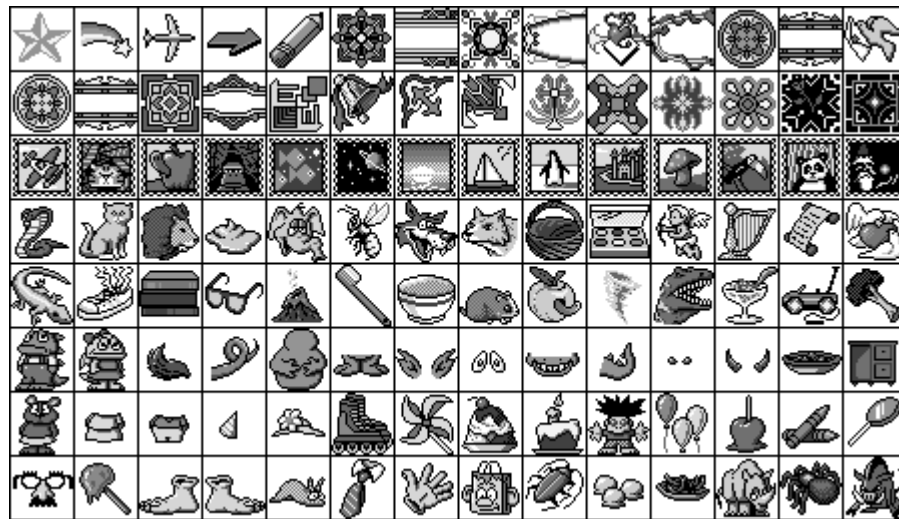
[illegible]

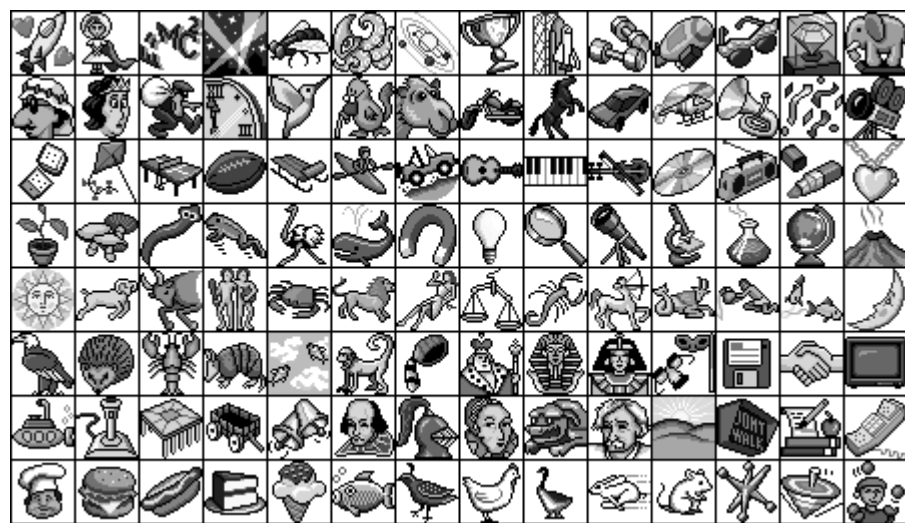
Space



Thrills and Chills

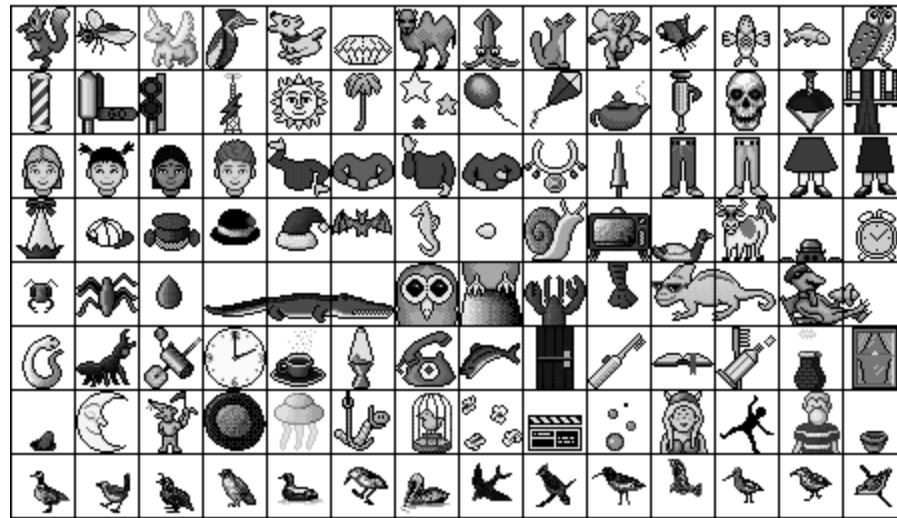


Western**Write Away/Writawy**

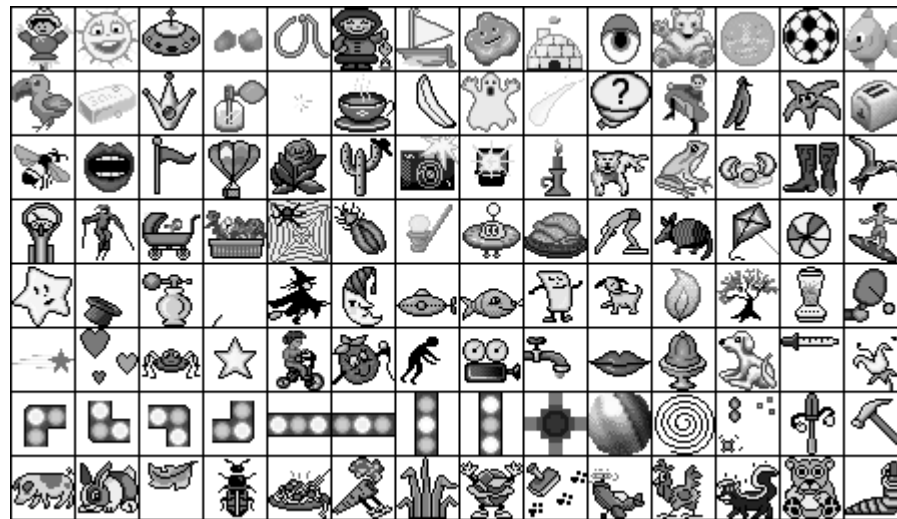




Toonies 1 (Animated)



Toonies 2 (Animated)







Chapter 7

Frequently Asked Questions

Here are some frequently asked questions and answers to help you if you get stuck:

What does Import a Graphic mean?

Computers today can store and use graphics in many different formats. **Kid Pix Studio Deluxe** gives you tools to use different graphic format files in your projects.

Kid Pix: Use the **Import a Graphic** menu command in Kid Pix to open bitmaps (PICT format for Macintosh, BMP format for Windows), JPEG and GIF files, and PCDs (PhotoCD format files, Windows only.)

Moopies, Stampimator and Digital Puppets: The **Import Picture** menu command gives you access to bitmaps, JPEG and GIF files, and PCD files (Windows only.) Use these picture files as backgrounds for your animated projects.

Macintosh Users Note: Some JPEG and GIF files are not formatted in a way that can be read by all Macintoshes. To use these files in Kid Pix Studio Deluxe projects, first use the **Import a Graphic** menu command in **Kid Pix** to open them, and then export or save the Kid Pix picture with the image you want to use. Use the **Import Picture** command in the animated projects to bring the Kid Pix version of the image in as a background.

Export a Graphic: why would I do that?

One use for the Import and Export commands is to use pictures created on one computer platform, like the Macintosh, on a different platform, like a PC running Windows 95 or Windows 3.1.

For example, if you have created a Kid Pix picture on a Macintosh computer, and want to bring it to a friend who has **Kid Pix Studio Deluxe** for Windows, you can export your Kid Pix picture as a JPEG or GIF file using the **Export a Graphic** menu command. This format is readable for both Macintosh and Windows computers.

What is a Photo CD file?

In **Kid Pix Studio Deluxe** for Windows, you can import Photo CD files into your **Moopies**, **Stampimator**, and **Digital Puppet** pictures as backgrounds.

You can take any roll of film to a Kodak film development facility, and ask for it to be developed onto a Photo CD. Your pictures will be stored in a digital format on the CD, the way Kid Pix pictures are stored on your hard drive. These pictures can be opened as graphic files on your computer.

Why can't I import more sounds?

If you try to save a sound and get an error message that says you can't save a sound, try using the Firecracker to remove some old sounds you aren't using, in order to free up memory.

Importing Sound is only available in the Moopies, Stampimator and Digital Puppets Pick a Sound dialog box.

Windows Users Note: Imported WAV files must in 8 bit, 22k format. If you import a WAV file that is not sampled at this rate, it may sound funny.

How many sounds can a Kid Pix picture have?

With Kid Pix you can record a 30 second sound with your Kid Pix picture AND paste a digital movie with sound in your picture. The recorded sound will play first, then the digital movie. All attached sounds will play when the file is used in Slideshow.

I saved my animated project, but I can't see it in the Pick a Picture dialog box.

SlideShow can only see picture and movie files. To use your animated projects with SlideShow, you must use **Save for SlideShow** to convert your project into movie format.

Macintosh Users: *Kid Pix Studio Deluxe* uses the QuickTime format for digital video data files.

Windows Users: *Kid Pix Studio Deluxe* uses the AVI format for digital video data files.

I saved my Digital Puppet for SlideShow, but now I can't open it in Digital Puppets.

Moopies, Stampimator, Digital Puppets and SlideShow projects saved using the **Save for SlideShow** command under the File menu can be loaded in SlideShow, played in the Wacky TV, and used by any other application that supports digital video.

**Why are my files so large?**

Saving digital video files can take up a lot of hard disk space. Save your Kid Pix Studio Deluxe creations for SlideShow only if you plan to use them in SlideShow. Saving them in their original format will use up much less space on your hard disk.

Why can't I erase my text boxes in Kid Pix?

Text from the Typewriter tool sits above your Kid Pix picture, until you use the Paint Text to Background menu command to paint it into your picture. Typewriter Text will sometimes disappear when you use a Kid Pix tool, but will always come back.

Why can't I hear any text?

If you selected the **Paint Text to Background** command under the **Toolbox** menu, the Text Box contents from the clear plastic layer get painted onto the white paper layer. Now that they are part of the picture, they cannot be edited, moved, read out loud, etc. You can add more Text Boxes to your picture at any time by using the Typewriter tool.

Why does my Moopie move so fast when I erase or use the Moving Van?

Moopies animates by flipping very quickly between four different versions of your picture. When you make a change to the picture, all four versions of the picture get changed at once.

How do I stop speech once it starts?

If you selected the **Read Text Aloud** command and want to stop the computer from speaking before it reads all the text in your picture, click with the mouse.

How can I get my animated tools to work faster?

Turn off the Tool Sounds by clicking Turn Tool Sounds off, and all your animations will run more quickly.

What order will the text boxes read?

Text will be read from top to bottom and from left to right.



Chapter 8

How to Contact Technical Support



If you have worked through these troubleshooting suggestions and still need assistance, see the Customer Information Card in the front of this binder. It will be very helpful if you can tell us your computer make and model, and the brand names of both the video card and sound card you are using. If possible, have the computer both positioned near your phone and turned on. Please also be prepared to give us a detailed description of what happens when you try to run the program.





Chapter 9

Credits

Design

Craig Hickman

Additional Design

Leslie Wilson, Roland Gustafsson, Lucinda Ray

Programming

Presage Software: Technical Director, Ed Murphy

Macintosh Lead Programmer: Joe Neufeld

Jon Benton, Chris De Salvo

Windows Lead Programmer: Christine Legge

Steve Ohmert

Brøderbund Software: Kent Daniels, Fred Campbell

Roland Gustafsson

ImageBuilder Software

Product Management

Lucinda Ray, Product Manager

Amanda Thomas Bull, Bobbi Keene, Trisha Svaib, Laurie Strand

Graphics

Peter Babakitis, Shirley Cochran, John Goebbel, Daniel Goodwin, Bob Gotsch, Maureen Gilhooly, Lydia Haggerty, Avril Harrison, Craig Hickman, Barbara Lawrence, Shang-Ing Liao, Cheryl Middleman, Michelle Shelfer, Eben Sorkin, Juliana Wade, Llorenç Amer Catà

Sound

Jonelle Adkisson, Tim Keanini, Ralph Marsh, Greg Rahn, Tom Rettig, Gary Schwantes, Casey Stober, Haroon Tahir, Rebecca Wells, kulberg/michie music

Manual

Amanda Thomas Bull,

Kallman Communications: Steve Bromberg

Marketing

Tina Lanese, Marketing Manager, Heath Ames, Kyle Hart, Andrea Scarnecchia

Woods & Woods: Package Design

Quality Assurance

Brøderbund Software: David Jensen, Alex Taylor, Rich Fielder, Ben Hendricks, James Isom, James Nicholini, Shanea Thompson, Barbara Walsh, Eric Wilder, Tarn Yost

Documentation Services: Anne Sete, Sangeet Duchane, George Marsh, Barbara Patterson

Special Thanks

Jeffrey Blain, Sara Brown, Mario Magliocco, Keith Jordan, Kirk Roulston, Jeffrey Pooley, Mike Sobieski, Matthew Thomas, Lauren Utigard, Pat Walkington, Allan Young, and children everywhere

Sources

Many talented people contributed wonderful artwork to ***Kid Pix Studio Deluxe***. The movies, backgrounds, stamps and sounds that they created can be “collaged” into your own masterpieces.

Backgrounds:

Photographs by Craig Hickman, Rebecca Knieval, Amanda Thomas Bull

Antique children’s book illustrations from the book collection of Ursula Davidson including:

Oh! Poor Amelia Jane by Kathleen Ainslie

Abroad by Thomas Crane

Flowers from Shakespeare’s Garden, Flower Wedding and A Masque of Days by Walter Crane

Green Willow & Other Japanese Fairy Tales and Folk Tales of Bengal by Warnick Goble

La Convalescence de Bebe by L. Lormel

Kids of Many Colors by Grace D. Brylan and Ike Morgan

The Water Babies by Charles Kingsley Smith

Les Musiques de la Guerre unknown

Grimm’s Fairy Tales by Arthur Rackham

Rubber Stamps:

Genies and Pixies Rubber Stamp sets and Stampscapes by Peter Babakitis

Teeny Toons by Shang-Ing Liao

Toonies 1 and Toonies 2 by Eben Sorkin, Maureen Gilhooly

Digital Movies:

Craig and Company by Craig Hickman, Alan Hashimoto, Robin Kilgore, Shang-Ing Liao, David Shadle

Wild, Weird & Wacky movies by WPA Film Library, 5525 West 159th St., Oak Forest, IL 60452

Wonderful Waterfowl courtesy of AXIA International Inc. from “Know Your Water Fowl” CD-ROM, Suite 510, Atrium 2, 840-6 Avenue S.W., Calgary, Alberta, Canada T2P 3E5 and Bob Kinderchuk of Ducks Unlimited.

Babakitis Flybys by Peter Babakitis, ImageGarden, P.O. Box 1956, San Anselmo, CA 94979

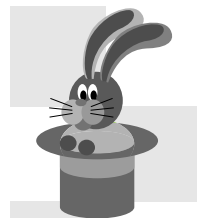
Sounds:

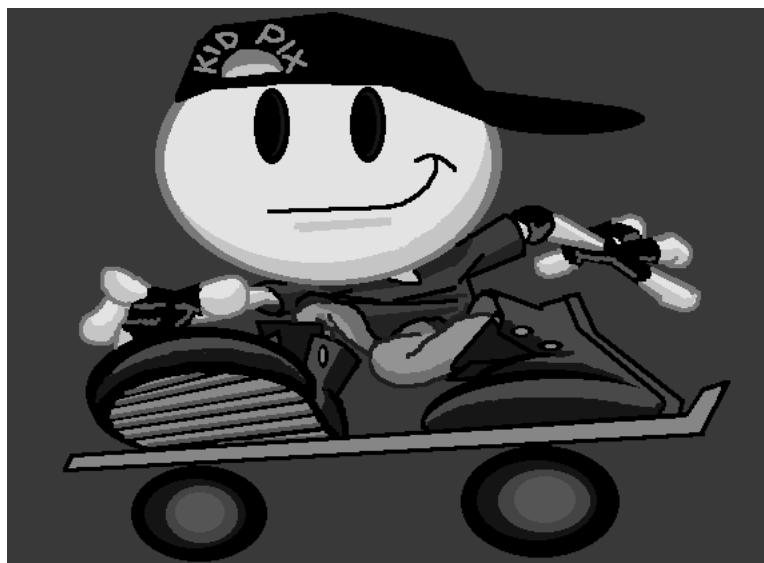
Songs in “Pick a Sound” by kuhlberg/michie music, p.o. box 784, fairfax, CA 94978

Additional Graphics:

Fractal Backgrounds and some color patterns created with Kai’s Power Tools “KPT” V2.0, designed by Kai Krause and published by HSC Software

Wacky Brush characters from Print Shop Deluxe Comic Characters by Llorenç Amer Catà, ARTimage S.A.





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